

# Amit Verma

<http://amitukind.com/>

**Game Developer | WebGL Graphics Engineer**

## Objective

Seeking a position to utilize my skills and abilities in the field of Game Development and 3D Rendering that offers professional growth while being resourceful, innovative and flexible. Open to relocation to any part of the world if the opportunity is challenging and growthful.

## Experience 7+ years

**November 2020 – Present**

**Lead WebGL Graphics Engineer** – Full Time • **Excellerate** ( formerly Synerzip )  
(<https://www.excellerate.com/>)

*Creating and Implementing stunning WebGL Graphics Visualization for one of the world's largest providers of products and services to the energy industry.*

**July 2020 – July 2021**

**Senior WebGL Developer** – Freelance • **Verdiseno In., USA**  
(<https://lyrasolar.com/>)(<https://get.solardesigntool.com/>)

*Implementing new capabilities to the front end of a WebGL-based graphical design tool and increasing test coverage using Three.js, React.js, Mobx, and Storybook.*

**January 2020 – January 2021**

**Unity3D Game Developer** - Freelance • **Terahard Ltd, London, UK** ( <http://terahard.org/> )  
*Worked on world class Fighter and Adventure games in Unity3D using DOTS and ECS Jobs system known as [Claws of Furry](#) and [Era](#)*

**July 2019 – December 2019**

**Graphics Engineer** – Full time • **Homevista Decor & Furnishings Pvt Ltd, Bengaluru, India** ( <https://homelane.com/> )

*Worked on next-gen HTML5 - WebGL based [interior designing tool](#) with more advanced features than Sketchup made in Three.JS, NodeJS and WebGL.*

**May 2018 – April 2019**

**WebGL Developer** – Full time • **Inmage Innovation Sdn. Bhd, Malaysia**  
( <https://www.inmage.com/> )

*Worked on world class image editing WebGL tools [PixlrX](#) and [PixlrE](#)*

**July 2014 – April 2018**

**Game Developer** – Full Time • **Logic Simplified, Dehradun, India**  
(<http://logicsimplified.com/> )

*Developed Games in Unity3D, ThreeJS, PlayCanvas, PhaserJS, PixiJS, ImpactJS, JavaScript-WebGL, Node.JS, Socket.IO for Mobile, Desktop and Consoles. Created around 30 Mobile and PC games.*

## Education

**DIT School of Engineering, Greater Noida, India**

- 2014 • Bachelor of Technology in Computer Science and Engineering affiliated to Uttar Pradesh Technical University, India with First division marks.

**NIELIT, New Delhi, India (formerly DOEACC Society)**

- 2008 • Completed 'O' Level Certification with 'A' Grade.

**Saharanpur Public School, INDIA**

- 2007 • Class 12 or Intermediate with 73% marks from ISC Board
- 2005 • Class 10 or High School with 83% marks from ICSE Board



**GitHub:**

<https://github.com/amitukind>



[Dehradun, Uttarakhand, India](#)



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<http://amitukind.com/>  
<http://amitukind.com/projects/>



amitverma.ukind



<https://linkedin.com/in/amitukind/>

## SKILLS

Unity3D, PlayCanvas, C#,  
JavaScript, TypeScript, NodeJS,  
Socket.IO

HTML5, Canvas, WebGL,  
ThreeJS, BabylonJS, ImpactJS,  
Phaser.IO, Pixi.JS, Photon  
HTML, CSS, Photoshop  
Java, C++, Unreal Engine

## LANGUAGES

English, Hindi, Punjabi