Amit Verma

Lead Front-End Developer | Game Developer | AI Integration Unity3D | WebGL | Metaverse

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WhatsApp

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

https://amitukind.com/
https://amitukind.com/projects/

https://github.com/amitukind

SKILLS Unity3D, PlayCanvas, ThreeJS, BabylonJS, ImpactJS, Phaser.IO, Pixi.JS, Photon
C#, JavaScript, TypeScript, Java,C++
NodeJS, Socket.IO
HTML5, VueJS, Canvas, WebGL, HTML, CSS, Photoshop
Git, Svn, Jira

LANGUAGES
English, Hindi
NATIONALITY
Indian

Objective

Seeking a position to utilize my skills and abilities in the field of Web Development, Game Development and 3D Rendering / Metaverse that offers professional growth while being resourceful, innovative and flexible. Open to relocation if needed.

Work Experience 9 Years

February 2023 – Present
Senior Web 3D FrontEnd Developer– Full Time - On Site • Sensetime, Abu Dhabi, UAE (https://www.sensetime.com/)
Working with SenseTime, a leading AI software company, I specialize in developing interactive experiences that bridge the gap between AI and immersive visuals.

November 2020 – February 2023
Lead WebGL Graphics Engineer – Full Time • Encora, India
Developed WebGL Graphics and Metaverse Experiences for one of the world's largest providers of products and services to the energy industry.

July 2020 – July 2021
Senior WebGL Developer – Remote-Contract • **Verdiseno Inc, USA**
Implementing 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 – Remote-Contract • **Terahard Ltd, London, UK**
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 • Homelane, Bengaluru, India
Worked on next-gen HTML5 - WebGL based interior designing tool with more advanced features made in Three.JS, NodeJS and WebGL.

May 2018 – April 2019
WebGL Developer – Full time – On Site • Inmagine Group, Malaysia
Worked on world class image editing WebGL tools PixlrX and PixlrE

July 2014 – April 2018
Game Developer – Full Time • Logic Simplified, Dehradun, India
Developed 30+ Games in Unity3D, ThreeJS, PlayCanvas, PhaserJS, PixiJS, ImpactJS, JavaScript-WebGL, Node.JS, Socket.IO for Mobile, Desktop and Consoles.

Education

DIT School of Engineering, Greater Noida, India
2014 • *Bachelor of Technology* in *Computer Science and Engineering*