

Smith Yando

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ABOUT ME

Junior Game Developer with experience developing and maintaining games using Unity/C# and Cocos Creator/TypeScript. Skilled in gameplay systems, debugging, performance optimization, UI implementation, and feature development. Experienced in collaborating with artists and designers, with additional strengths in graphic design and creative problem-solving. Seeking part-time internships, trainee positions, and junior roles in game development, software development, or IT.

PROFESSIONAL EXPERIENCE

RPA Nepal Pvt Ltd, Junior Game Developer 11/2024 – Present

- Developed and refined game mechanics for better gameplay.
- Optimized performance through debugging and code improvements.
- Designed and implemented new game features.
- Collaborated with artists and designers to enhance quality.
- Managed game assets for a smoother workflow.
- Researched and integrated new tools for development.

RPA Nepal Pvt Ltd, Game Development Intern 08/2024 – 11/2024

- Supported the development of game mechanics and features.
- Helped resolve technical issues and improve player experience.
- Collaborated with the development team on feature implementation and asset integration.
- Researched development tools and workflows for future use.

Additional Creative Experience, Graphic Designer 01/2021 – 03/2024

- Freelance graphic design work for local and international clients (2021–2024)
- Experience with Photoshop, Illustrator, Blender, and digital content creation.

EDUCATION

MSc In Data Science, Arden University 09/2026 – Present

Bachelor of Information Technology(Hons), Texas College Of Management And IT 2021 – 2025
GPA:3.31

High school (10+2), Modern College of Management And IT 2019 – 2021
GPA: 3.30

SKILLS

Game Development

- Unity Engine
- Cocos Creator
- Gameplay Programming
- UI Systems
- Object Pooling
- GPU Instancing
- Debugging & Optimization
- Asset Integration

Programming

- C#
- TypeScript
- JavaScript
- HTML
- CSS
- SQLite

Design & Content Creation

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe After Effects
- Blender

Tools

- Git / GitHub
- Visual Studio
- Unity Version Control

LANGUAGES

English — IELTS - Overall Score 7.5

Nepali — Native

Hindi — Proficient

SELECTED PERSONAL PROJECTS

RunRedLine, *Android Game*

06/2026 – 08/2026

Technologies: Unity Engine , C#, Object Pooling , Procedural Generation , GPU Instancing , Spatial Audio, Git

- Developed an endless driving game in Unity/C# with vehicle physics and procedural environments.
- Implemented procedural chunk generation with deterministic spawning and object pooling.
- Developed score, lifetime progression, milestones, currency, and car unlocking systems.
- Implemented rewarded-ad revive mechanics with one revive per run.
- Built reusable UI animations, transitions, audio, and spatial SFX systems.
- Optimized runtime performance using object pooling and Singleton Architecture.

PCG_Grass, *Procedurally Generated Grass*

05/2026 – 05/2026

Technologies: Unity, C#, URP, Meta MR kit , GPU Instance, Mixed Reality

- Developed a procedural grass generation system in Unity using C# for light weight devices like Standalone VR and AR device .
- Created configurable grass placement with adjustable density and distribution.
- Optimized vegetation generation for improved rendering performance.
- Built a modular and reusable system that can be integrated into different environments.

PCG_Lightning, *Procedurally Generated Grass*

11/2025 – 02/2026

Technologies: Unity, C#, URP, Meta MR Utility Kit, VR, AR, Mixed Reality

- Developed a procedural lightning generation system in Unity using C#, optimized for standalone VR, AR, and MR devices.
- Created configurable lightning generation with adjustable frequency, length, branching, and intensity.
- Optimized the lightning system for low rendering and computational overhead to maintain smooth performance on resource-constrained devices.
- Built a modular and reusable lightning system that can be integrated into different environments and projects.

TrueParallax

02/2026 – 02/2026

Technologies: Three Js, ChatGPT , HTML, CSS

- Developed a real-time **True Parallax** system using webcam-based head tracking and Three.js.
- Implemented AI-powered face tracking to dynamically adjust the camera perspective based on the user's head position.
- Created an immersive 3D window illusion by synchronizing scene rendering with real-world user movement.
- Integrated webcam input with real-time 3D rendering for low-latency interaction.
- Built a browser-based application using modern ES6 modules and WebGL technologies.

Plinko, *Android Game*

Technologies: Cocos Creator, TypeScript, Bezier Curves, Object Pooling, Custom Path Animation

- Built Plinko ball movement in Cocos Creator using TypeScript and Bezier curves.
- Created accurate path and positioning logic without a physics engine.
- Improved gameplay performance with object pooling and smooth animations.
- Implemented scoring, rewards, and win-calculation logic.

Endless Runner

Technologies: Unity, C#, URP

- Developed a first-person endless runner game.
- Implemented gameplay mechanics and player controls.
- Created optimized systems for performance and scalability.
- Designed UI and gameplay interactions.

Past Graphic Designs

<https://drive.google.com/drive/folders/1AS1sOHdwL9RZx-w-SycDrMNu2dM4TKTr>

Portfolio: Project demos and videos available at yandosmith.com.np 

References available upon request.

Available for part-time work during term time and full-time during university vacation periods, subject to visa conditions.

Open to part-time internships, trainee positions, and junior roles in game development, software development, and IT.