# BIBEK GIRI

## FULL-STACK DEVELOPER | 3D GAME DEVELOPER

## CONTACT


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## EDUCATION

**GANDAKI UNIVERSITY**

- Bachelors of Information Technology
- 8th Semester (Present)

## SKILLS

- Programming Languages: Python, PHP, C#
- Frontend: HTML5, CSS3, Bootstrap, JS
- Backend: PHP
- Databases: MySQL
- Game Development: Unity, C#, Godot, GD script
- Tools & Platforms: Git, GitHub, VS Code, Visual Studio Community, Audacity

## PROFILE

Technology-oriented undergraduate with hands-on experience in full-stack web and interactive application systems. Experienced in building real-world web projects using PHP, JavaScript, HTML and CSS, including database-driven systems and API-like workflows. Also exploring Unity game development through personal projects focused on physics and gameplay system. Currently building a 3D car racing game with emphasis on physics-based vehicle handling, responsive gameplay feel, and system-driven design. Interested in gameplay programming, UI systems, and game mechanics development.

## ACADEMIC / PERSONAL PROJECTS

### Parcel Delivery System (Web Project)

- Developed a complete logistics system featuring automated vehicle-selection booking, a robust admin management dashboard, and automated customer tiering.
- Integrated Leaflet maps API to enable precise interactive pickup and delivery location tracking.
- Engineered a dynamic rider portal  delivery tracking and data-driven income analytics graphs.
- Designed a tiered customer loyalty system (Bronze, Silver, Gold) that prioritizes transportation service queues based on user rank.

### Circuit Race (Car Game)

- Engineered a custom, physics-based vehicle controller using Rigidbody dynamics, realistic Center of Mass calculation, and momentum-driven body tilt mechanics.
- Developed responsive drifting and traction systems featuring dynamic runtime generation of wheel skid marks based on lateral friction.
- Built immersive feedback loops including a dynamic speed-responsive camera FOV, working brake light logic, and a gear-shifted transmission audio pitch system.
- Implemented post-processing visual polish (volumetric fog, global illumination, and SMAA) alongside full keyboard and gamepad controller mapping.
- Programmed a data-driven dynamic garage system enabling seamless vehicle customization and car selection.

### Dino Run Game

- Programmed a responsive, physics-based 2D movement and collision controller for jumping and obstacle avoidance mechanics.
- Implemented a multi-layered parallax background system to simulate depth, synchronized dynamically with increasing game speed.
- Developed random spawning logic for seamless, infinite obstacle generation.
- Engineered core gameplay state loops, managing score tracking, high-score persistence, and game-over conditions.

## TRAINING & WORKSHOPS

- AWB Basics
- Laravel
- BootStrap
- Django Web Development
- Figma UI/UX Design

### Domain Expansion (Web Based Games Collection)

- Developed a centralized platform hosting a diverse collection of interactive web games (Hangman, Card Memory, Maze, Number Guessing, Tic-Tac-Toe).
- Built a dynamic, competitive leaderboard system to sort and display top player rankings across the suite.
- Implemented clean front-end state management to ensure responsive, low-latency gameplay loops in the browser.

### Other Projects

- **Wallpaper Hub** : Collection of Diverse Wallpapers for both Desktop and Mobile Phone.
- **Image Gallery** : Built a responsive media platform featuring dynamic grid layouts, asynchronous image lazy-loading, and a fluid filtering system.
- **3D FPS Game** : Engineered a high-performance first-person shooter in Unity featuring custom physics-based character movement, raycast shooting mechanics, and responsive enemy AI.
- **Hangman Game** (**JS**) : A game where you have limited number of chances to guess the correct word before the prop gets hanged.
- **TicTacToe** (**JS**) : A classic Tic Tac Toe game with a modern UI and responsive design for an engaging gaming experience.
- **Card Memory** (**JS**) : Developed a responsive grid matching game featuring dynamic card-shuffling algorithms, CSS flip animations, and state-logic tracking for pairs and match timers.