

Learning Android Game Development Nikhil Malankar

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Nikhil Malankar started his journey into game development in 2011 by founding his company, GameEon, as the CEO, at the age of 17. GameEon has developed over 70+ games, of which 10 are available for download on Play Store and others are distributed worldwide via multiple distribution channels.

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Learning Android Game Development on Apple Books

Hi there , I am Nikhil Sharma. Below is a brief about me: Pursuing B.Tech in Computer Science and Engineering. I ' m currently learning Android Development. I ' m looking to collaborate on Android based Projects How to reach me: sharmanikhil67696@gmail.com Connect me on LinkedIn

Nikhil-Sharma-1 (Nikhil Sharma) · GitHub

Godot Engine Game Development Projects . Mastering C++ Game Development . Get to Know the Author. Matt Edmonds Matt Edmonds has been a lover of games for as long as he can remember, and a professional maker of PC, console, and mobile games since summer 2000. Having graduated with a degree in physics and mathematics, and while doing graduate ...

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I have authored two books on how to make games for Android and how to market games. I have worked with Packt Publishing, a major book publishing company based in UK for android game development book and second book was self published by me.This was my first title as an author and was a delightful experience working with Packt.

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The bulk of Learn Unity for Android Game Development is a simple project to create a 2D platform game complete with touchscreen controls, physics, enemies, respawning, collectibles and more. The book closes with a brief introduction to creating 3D games, virtual reality games for the Gear VR, and other more advanced applications.

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