

Sahaj Kirtan Veer Singh

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EDUCATION

Collège LaSalle (Montreal, Canada)

DEC - Computer Science Technology – Game Design and Programming

Jan 2024 – Present

- **Relevant Courses:** Object-Oriented Programming and Concepts I & II, Applied Mathematics for Video Games
- **Achievements:** Top grades in Game Engine I & II (95+%)

PROJECT EXPERIENCE

Flappy Bird-style Game (Unity, C#)- Solo Developer

Personal Project- Winter 2023

- Developed a fully functional side-scrolling obstacle game to learn Unity's game loop, physics engine, and UI system.
- Implemented player movement, collision detection, score tracking, and restart logic using C#.
- Applied sprite animation and parallax backgrounds to recreate smooth gameplay and visual flow. Built as a foundational project to understand game mechanics, scripting.

Warbird (Unity, C#)

Personal Project- Summer 2024

- Built a 2D action game with player-controlled vehicle combat, enemy waves, pickups, and score system.
- Designed main menu, UI flow, and narrative elements to deliver a near-complete gameplay experience.

Silent Sacrifice-3D (Unity, C#)

Game Engine I – Fall 2024

- Designed and implemented core FPS mechanics: player movement, camera control, and shooting system.
- Created modular 3D level layouts to practice environment design and navigation flow.
- Focused on prototyping core gameplay systems as groundwork for future expansion (AI enemies, objectives, game loop).

Corpse Hustle - (Unreal Engine, Blueprint)

Game Engine II – Winter 2025

- Developed a top-down zombie shooter with responsive player controls, shooting mechanics, and enemy spawning.
- Implemented combat loop and gameplay flow to explore Unreal Engine's Blueprint system and AI Behaviour

WORK EXPERIENCE

McDonalds (Laval, QC)

August 2024 – Present

Crew Member

- Adapted quickly to high-pressure, fast-paced environment, maintained focus and consistency under peak demand.
- Recognized for reliability in employee evaluation September 2025 for being consistently available and ready to step in when needed to support team operations.

SKILLS

Languages

English (Native), French (Intermediate)

Programming

C#, C++, HTML, CSS, Java, JavaScript, SQL

Engine & Tools

Unity, Unreal, Git, Perforce, Azure DevOps, Notion, Trello, JetBrains Rider.

Frameworks &

Bootstrap, three.js, JDBC.

Libraries