Akshay Patel

Email:- akshay.patel.games@gmail.com
Portfolio:- https://akshaypatel-360.github.io/
Linkedin:- https://www.linkedin.com/in/akahay-patel1/
Phone Number:- +1(438) 389 8043

EXPERIENCE

Generalist Programmer
Freelance, (Canada/USA) / June2022 - Present
Working on multiple small mobile game projects for different US and Canada based clients.

- Develop and integrate advanced AI systems for character behavior, decision-making processes, and game mechanics to enhance player engagement and game complexity.
- Implement pathfinding algorithms, enabling dynamic navigation and obstacle avoidance for non-player characters (NPCs) within game environments.
- Integrating animation system with movement controller.

Environment:C++, C#, Python, Unreal, Jira, Perforce, Miro.

Generalist Programmer
Dynasty Loop, Montreal, Canada / February 2022 - March 2023
Worked on an unannounced AAA Game project.

- Designed and developed code architecture and AI system from scratch.
- Developing the game play and mechanics for the game project with a team of 10+ personnel.
- Creating a procedural animation tool that allows to animate 50 different characters.
- Integrated 3D pathfinding and navigation in game.
- Resolved Gameplay Bugs,documented work,and optimized performance.

Environment:C++, C#, Python, Unreal, Jira, Perforce, Miro.

Technical Level Designer
GlobalStep, Montreal, Canada / June 2021 - Jan 2022
Worked on mobile level designing project (Kabam)

- Led the design and implementation of intuitive level navigation and player movement in mobile game environments, collaborating with artists and designers to balance aesthetic appeal with functional navigation.
- Utilized Miro for effective cross-team communication, creating visual representations of level designs and navigation flows to enhance collaboration and share insights with team
- Developed comprehensive written documentation on level design processes and navigation guidelines, promoting knowledge sharing and ensuring design consistency across the team.

Environment: Lua, Jira, Perforce, Git, Miro, Unity.

Generalist Programmer

Mount Gaming Studio, Ahmedabad, Gujarat/ Mar 2018 - Oct 2019

Worked in the development of mobile games with a strong emphasis on AI programming

- Designed and developed an endless runner game and fortune-based strategy games.
- Integrated Monetization Tools In The Game. Developed Level progression system.
- Implemented AI Framework for basic behavior(FSM).
- Participated in the launch of a mobile game,managed community interactions,and kept up-to-date with industry trends.
- Enhanced studio knowledge of mobile F2P development methodologies and best practices.

Environment: C++, C#, Unity, Unreal, Git.

EDUCATION

Institut supérieur d'informatique ISI, Montréal (2020-2022)
Video Game Programming (A.C.S)

Gujarat Technological University, India(2014-2018)
Bachelor of Engineering in Computer Science

TECHNICAL SKILLS

Programming languages
C#(6 Years) , C++(5 years) , Python(5 Years).
External Libs/Langs/Software
OpenGL, Git, GitHub, Perforce, OpenCV.
AI
Flocking AI, Finite State Machine,Utility AI, Goal oriented action planning (Planner AI), Behaviour Tree.
Game Engines
Unity(5 Year), Unreal(4 Year).
IDE and Other tools
Visual Studio, Rider, Miro.

SOFT SKILLS

- Strong communication skills developed through working in diverse teams on multiple projects.
- Ability to speak in front of a large audience.
- A highly organized and detail-oriented approach to work, allowing me to manage complex projects effectively.
- A passion for video games and the gaming industry, demonstrated through my personal projects and involvement in the gaming community.
- A collaborative and team-oriented approach to work, focused on achieving shared goals and delivering high-quality work.