

**Akshay Patel**  
**Video Game Designer**

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Portfolio : <https://akshaypatel-360.github.io/>  
Language: English, Gujarati, Hindi

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## Profile

Game Designer specializing in Unity game engine. Detail-oriented Game Programmer with good analytical skills and important ability to remain calm in stressful situations. Well-versed in numerous programming languages including C#, C++, Java. Proficient in various algorithms, architectures, frameworks, and design patterns.

## Technical skills

<b>Programming Languages</b>	C#, Java, C++, SQL
<b>Unity Skills</b>	UI, Game AI, 2D/3D Development, Particle System, Lighting, Sound, TCP and UDP , Multiplayer ,Leader bord
<b>Coding &amp; Design Patterns</b>	Singleton, Object Pool, State machine, Observer pattern, peer-to-peer and client-server architecture , LINQ, flag system, Delegate, Reflection,
<b>DataBase</b>	SQL, MySQL, XML, json

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## Projects

**Arrow Maniac(March - 2021, Montreal):** <https://github.com/ReedhamHackerman/Arrow-maniac> (Team project)  
- It's made using an Object Pull and Singleton pattern, Enum, Generic Collection, Dictionary  
- Game will reuse previously fired bullets to stop the constant use of high-cost methods like object instantiate.  
- It is a must-use design pattern for all bullet hell games to maintain a constant frame rate.

**Singleton Pattern (Dec - 2020, Montreal):** [https://github.com/AkshayPatel-360/Singleton\\_Project](https://github.com/AkshayPatel-360/Singleton_Project) (Solo Project)  
- Functioning Serialization and Deserialization of unity objects in Binary,text, JSON, and XML format.  
- made using c#, Binary Formater, XML Serialization.  
- Saves object data in three different format Binary, JSON, and XML .

**Custom Tools - (Dec- 2020, Montreal):** [github.com/AkshayPatel-360/MovementControllerSample](https://github.com/AkshayPatel-360/MovementControllerSample) (Solo project)  
- Using a unity custom editor I have made custom unity tools which can help speed up other projects.  
- LINQ expression, Editor Tool, and singleton pattern, and C# language is used to make these tools.

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## Education

- **Video Game Programming, AEC - Diploma** January 2020 - Present  
L'institut Supérieur d'Informatique - Montreal

- **Information Technology, Bachelor degree** 2015 - 2019  
A. D. Patel Institute of Technology - New Vallabh Vidyanagar

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## Other Experience

**Production Associate** May 2020 – September 2020  
Walmart - Namur, Montreal  
- Unload shipments , Set up products in the store , Quantity management of products

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## Reference

- References available upon request.