Akshay Patel
Game Programmer

Montreal, QC | (438) 389-8043 | Email | LinkedIn | Portfolio | GitHub

Objective

Game programmer with more than 2 years of experience in Unity Game Engine. Throughout my career, I have created a diverse range of games which includes **Local Multiplayer, Hyper Casual, Action, Racing and Arcade**.

Skills

- **Programming Languages** *:* C#, C++, Java, JavaScript
- **Design Patterns :** Factory Pattern, MVC, Singleton, Object Pooling, Top-Down Architecture
- **Collection :** Dictionary, List, LinkedList, Stacks, Queues, Enums
- **Serialization :** XML, Json, Binary, Text
- **External Libraries/Software :** Unreal Engine, Eclipse, DaVinci Studio, Photoshop, OpenGL, Git, GitHub for Windows, IntelliJ, Visual Studio, Word, PowerPoint, Excel.
- **AI Algorithms :** State Machines, A-Star, Flocking AI, Genetic AI, GOAP
- **Management/Debugging :** Agile Scrum, Jira, Trello
- **Database :** MSSQL Server Workbench, SQL Server

Game Projects

Arrow Maniac | PC
- Arrow Maniac is a 2D Platformer, local multiplayer game with a fast-paced environment where up to two players can connect their controller to the same system in order to play the game.
- Players can choose from different diffrent characters and they can use various types of arrows and abilities while battling with each other.
- *Source Code*
- *Watch Gameplay Video*

Space Bomber | PC
- Space Bomber is a Top-down -3d-shooter game. IN the Game player has to survive waves of enemies and get a high score.
- There is a UI indication in the top right that indicates the player's score. Also, there are varieties of bombs in the game which used to spawn after some time.
- *Source Code*

Super Quick Saving | PC
- Real-time data saving and loading using JSON, Binary and XML data serialization techniques.
- *Source Code*

Flocking AI | PC

· A 3d unity AI project to demonstrate flocking AI behavior in fishes.
· The fishes move in flock and keep themselves as a group and try to avoid colliding with each other as they search for food.
· All fishes follow Predator and Pray relationship, therefore Big Fishes will try to hunt down small fishes and flock of small fishes will try to avoid/doge them while staying as a group.
· *Source Code*

Unity Editor Tools | PC

· The Color Editor tool that help to color the texture and then later on that texture can br applied on different 3D objects.
· The object adding tool using which you can add, remove, duplicate and change position of the objects in array from unity inspector.

Goop Soup | PC

· Goop Soup is a 2D, top down, survival game .
· In this game you play as a wizard who can create different color of spells using different color of flower to kill the various color and types of enemies.
· The game follows very well build singleton architecture also it's extremely easy to add new type of enemy or other features in the game.

Education

Video Game Programming | Jan 2020 – Present
ISI, L'institut Supérieur d'Informatique, Montreal, QC

Bachelors in Information Technology (Computer Science) | Aug 2015 – Jun 2019
Gujarat Technological University, Gujarat, India

Languages

French – Beginner

English – Proficient

Hindi – Native

Gujarati – Native