

Akshay Patel

Game Developer | Game Programmer

Canada | (438) 389-8043 | [Email](#) | [LinkedIn](#) | [Portfolio](#) | [GitHub](#)

EXPERIENCE

Game Developer (Unreal/C++)

Dynasty Loop, Montreal, Canada / Feb 2022 - Mar 2023

Worked on an unannounced Game project

- Designed and developed the code architecture and game prototype from scratch.
- Created gameplay mechanics for a game project with a collaboration of artists and a developer team.
- Worked on developing a procedural animation tool that streamlines the creation of procedural animation for all upcoming 3D characters.
- Worked on 3D pathfinding and 3D animation integration.
- Created the UI and integrated it with the game.

Environment: C++, C#, Unreal, Unity, Jira, Perforce, Git, Miro.

Level Designer (Unreal)

GlobalStep, Montreal, Canada / Jun 2021 - Jan 2022

Documented and created levels according to artistic and creative design concepts

- Based on artistic, creative, and design concepts, I created levels and documented them.
- I had to discuss with other team members to make sure the level's flow, timing, pace, and element distribution worked as intended in the game.
- Worked in collaboration with the level artists to ensure that the level is playable and that the graphic elements support each other.
- As other developers created new elements, I added them to the map. (New props, AI, sound, etc).

Environment: Unreal, Jira, Perforce, Git, Miro.

Game Developer

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

- I worked on the game's three Cs: Character, Controls, and Camera.
- Debugged and optimized the code to ensure optimal performance and quality, especially on low-end devices.
- Created levels and player progression systems.
- Created UI for the game and integrated it with the gameplay.

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

PERSONAL PROJECTS

- Click the link below to see video game projects I created using the powerful game engines Unreal and Unity throughout my game development journey.

Link: [My Personal Projects](#)

Skills

- **Programming Languages:** C#, C++, java, JavaScript, TypeScript, HTML, CSS, JSON.
- **Unreal:** C++, OOP, Blueprint, Camera, Controls, Procedural Animation, Debugging, AI, UI / UX, Sound, Behavior Trees, Navmesh, Particle System, Lighting, Foliage, Materials
- **Unity:** UI, Physics, Animations, AI, Sound, Particle Systems, Controller Support, Nav Mesh, Materials and Lighting, Shader Development, Rewired, Unity Input System, Local Multiplayer Support, Pro Builder.
- **IDE and Other tools:** Visual Studio, VS Code, Rider, IntelliJ Idea, PyCharm, GitHub desktop, Davinci Studio, Photoshop.
- **Project Management:** Agile Scrum, Jira, Trello, Perforce, Git, GitHub.

Education

Video Game Programming (A.C.S) | 2020 - 2021

ISI, L'institut Supérieur d'Informatique, Montreal, QC

Bachelor of Engineering in Computer Science | 2014 - 2018

Gujarat Technological University, Gujarat, India