

# Akshay Patel

## Game Programmer

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### 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 different 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 Prey relationship, therefore Big Fishes will try to hunt down small fishes and flock of small fishes will try to avoid/dodge 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 be 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