Akshay Patel
Game Programmer

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Profile

Game developer with 2 years of experience in game development having enhanced knowledge of various programming languages like C#, C++, and Java with extensive expertise in Unity engine. Proficient in various platforms, Languages, Algorithms, Architecture, and making tools for game engines. I have experienced in creating **Local Multiplayer, Hyper Casual, Action, Racing and Arcade games**.

Experience

Game UI Designer

Awakeen Studio, Ahmedabad / Dec 2018 **–** November 2019

- Work closely with the design and technology teams to conceptualize and prototype interface. functionality, look, and feel
- Created prototype to solidify design direction and plans.
- Designed and created UI components (ex. Menus,in-game HUD elements, etc.)
- 2 titles from per-production to ship, as a member of a development team.

Skills

- **Programming Languages** *:* C#, C++, Java, HTML, CSS ,SQL
- **Design Patterns :** Factory Pattern, Observer, Singleton, Object Pool, 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, Binary Tree
- **Management/Debugging :** Agile Scrum, Jira, Trello
- **Database :** MSSQL Server Workbench, SQL Server
- **Unity :** Editor Scripting, Editor Variables/Menus, UI, Physics, Animations, Sound, Particle Systems, Controller Support, Nav Mesh, Image/Tile Filling, Materials and Lighting, Shader Development, Rewired, Unity Input System, Local Multiplayer Support, Unity ECS-DOTS, Lambert Lighting, PBR (Physically-Based Rendering), Pro Builder.
- **IDE and Other tools :** Visual Studio, VS Code, Eclipse, Unity Engine, IntelliJ Idea, PyCharm, Microsoft office, Excel, Davinci Studio, Photoshop.

Game Projects

Arrow Maniac | PC

· Arrow Maniac is a 2D Platformer, local multiplayer game where players fight each other using various arrow and abilities in a fast-paced environment.

· In this game I created **All Maps**, **Abilities** and **Game UI** using Shaders, Unity particle system, Tile map, Time Manager, 2D Animation etc.

· *Source Code*

Space Bomber | PC

· Space Bomber is a Top-down 3D wave survival game.

· In this game I created **All particle effects**, **Levels**, **Ammo System**, **Wave system**, **UI**, and **3 types of Bombs.**

· *Source Code*
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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.

· To achieve realistic looking flock behavior I created a **Predator and Pray relationship** between all types of fishes.

· Big Fishes(**Predator**) will try to hunt down small fishes(**Pray**) and small fishes will try to avoid them while staying as a group and searching for fish food.

· *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.

· I also created one **Object control tool** using which you can add, remove, duplicate and change position of the objects in array directly from unity inspector.

· *Source Code*

Goop Soup | PC

· Goop Soup is a 2D, top down, survival game.

· In this game you can create different color of spells using different color of plants.

· To kill the enemies you have to hit them with same color of spell.

· I have created this game with strong **singleton architecture** and it's extremely easy to **add new** type of enemy or any other features in the game.

· *Source Code*

Education

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

Bachelors in Information Technology | Aug 2015 – Jun 2019
Gujarat Technological University, Gujarat, India

Languages

French – Beginner

English – Proficient

Hindi – Native

Gujarati – Native