

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

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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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## Education

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| - <b>Video Game Programming, AEC - Diploma</b><br><i>L'institut Supérieur d'Informatique</i><br>Montreal                 | January 2020 - Present |
| - <b>Information Technology, Bachelor degree</b><br><i>A. D. Patel Institute of Technology</i><br>New Vallabh Vidyanagar | 2015 - 2019            |

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## Other Experience

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| <b>Production Associate</b><br><i>Walmart - Namur, Montreal</i><br>- Unload shipments , Set up products in the store , Quantity management of products | May 2020 – September 2020 |
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## Projects

### **Arrow Maniac(March - 2021, Montreal) :-**

**Git** : <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.

### **Space Bomber(Jan – 2021 ,Montreal) :-**

**Git** : <https://github.com/isomorphica/ISI-J06-Project-Jeux2001A>

- Space Bomber is a Top-down -3d-shooter game.
- In this game, player has to survive waves of enemies and get a high score.
- While playing various types of ammo boxes will be spawning which gives you different types of bombs.

### **Singleton Pattern (Dec - 2020, Montreal) :-**

**Git** : [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) :-**

**Git** : [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.

### **Flocking AI - (Nov- 2020, Montreal) :-**

**Git** : <https://github.com/AkshayPatel-360/Flocking-AI>

- Computer simulations which have been developed to emulate the flocking behaviors of Fish.
- Fish also follow Predator and Prey relationship , So small Big Fishes try to hunt down small fishes and flock of small fishes try to escape them while searching for food.
- This ai can be manipulated and changed for various other flocking species.

### **Tic-Tac-Toe – (Feb – 2021,Montreal) :-**

**Git** : <https://github.com/AkshayPatel-360/JavaFinalProjectTicTacToe>

- It is a complete game of Tic Tac Toe made in Java.
- game has a scoreboard that saves players data in a local file.
- Also the game is rich with various sound effects and music.

## Reference

- References available upon request.