

# Akshay Patel

## Game Developer | Game Programmer

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Location: Montreal, Canada

## EXPERIENCE

### Game Developer (Unreal/C++)

*Dynasty Loop, Montreal, Canada / Feb 2022 - July 2023*

#### Worked on an unannounced AAA Game project.

- Designed and developed code architecture and AI system from scratch.
- Developing the gameplay and mechanics for the game project with a team of 10+ personnel.
- Creating a procedural animation tool that allows you to animate 50 different characters.
- Integrated 3D pathfinding and navigation in the game.
- Resolved gameplay bugs, documented work, and optimized performance.

**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

- Translated design concepts into engaging character-based levels, utilizing game editors and scripting.
- Collaborated with artists to balance aesthetics and player flow, maintaining optimal performance.
- Created robust written documentation and refined oral communication skills for seamless cross-team collaboration.
- Mastered the internal tools to create a fast-paced, seamless environment and gameplay integration.

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

### Game Developer

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

- Implemented AI Framework for basic behavior(FSM).
- Developed Level and player progression system.
- Integrated monetization tools in the game.
- Worked on UI /UX and Participated in the launch of a mobile game.
- Enhanced studio knowledge of mobile F2P development methodologies and best practices.
- Debugged and optimized the code to ensure optimal performance.

- **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++, C#
- **Unreal:** C++, OOP, Blueprint, Camera, Controls, Procedural Animation, Debugging, AI, UI / UX
- **Unity:** C#, Animations, AI, Audio, Camera, Particle Systems, Controller Support, Rewired, Local Multiplayer Support, UI / UX
- **AI:** Flocking AI, Finite State Machine, Utility AI, Goal-oriented action planning (Planner AI), Behaviour Tree.
- **IDE and Other tools:** Visual Studio, VS Code, Rider, Miro
- **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

## SOFT SKILLS

- Strong communication skills developed through working in diverse teams on multiple projects.
- Ability to speak in front of a large audience.
- A highly organized and detail-oriented approach to work, allowing me to manage complex projects effectively.
- My passion for video games and the gaming industry demonstrated through my personal projects and involvement in the gaming community.
- A collaborative and team-oriented approach to work, focused on achieving shared goals and delivering high-quality work.