

# BHAVIN MACHHI

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Portfolio: <https://alphastarx.github.io/>



## EDUCATION

### GAME AND LEVEL DESIGN (AEC)

LaSalle College, Montreal, Canada  
May 2022 – August 2023

### INFORMATION TECHNOLOGY (BE)

Gujarat Technological University, Ahmedabad, India  
August 2016 - August 2020

## CAREER OBJECTIVE

Highly skilled game developer with expertise in **Unreal Engine** and over **2 years of experience** designing and developing games for multiple platforms. Proficient in **game programming**, level design, **gameplay mechanics**, UI/UX design, and project management. A team player with excellent communication skills and a passion for creating engaging and immersive games. Passionate about developing innovative games that challenge and entertain players.

## TECHNICAL SKILLS

- Proficient **C++ programmer** in **Unreal Engine**.
- Proficient in implementing and optimizing **ECS architecture** in game development.
- **Blueprint Visual Scripting**: Interactive gameplay, design game mechanics.
- Implemented various UE features such as **Animation System, Interfaces, Widgets, Physics system, NavMesh, Collision detection, Control Rig, IK Rigs, MetaSound** in projects.
- Utilized **coding patterns** such as **Singleton, Factory, Observer**, to create efficient and **maintainable code**.
- Knowledge about implementing **AI** into the game using **Behaviour Tree (NPCs, Enemy)**.
- Understanding the principles of **game design**, including gameplay mechanics.
- Create Mechanics for the game using **C++, visual scripting**.
- Able to create good **User Interface Design** and implement user friendly and visual appealing UI.
- Good knowledge about the **Niagara system** and **Material** in the Unreal Engine.
- Proficient in working with different Version Control software such as **Perforce, GitHub**.
- Familiar with Task-Tracking software such as **Jira, Trello**.

## ACADEMIC PROJECTS

- Currently working on a personal project about **souls-like combat system** with **Complex AI Behaviours (Various attack types)** in Unreal Engine 5.
- Worked as a Programmer on our final project about Parkour Racing Game (**Urban Ascend**) – **2 Player split screen game**, mainly worked on **Character movement**, Types of obstacles and **Animation System**.
- Created a **Dialogue System** for our project **Dimension Anarchy**.
- Developed and implemented AI behaviors for enemy characters using **Behaviour Trees**.
- Worked with project managers to create and maintain a project schedule and ensure on-time delivery of milestones.
- Worked collaboratively with a team of designers, programmers, and artists to develop and implement gameplay features and systems.
- Worked on **Level design**, Environment art, **Lighting**, and **Game Mechanics**.
- Designed and implemented lighting and **post-processing effects** to create a visually stunning game environment.
- Used Blueprint Visual Scripting to create complex gameplay mechanics, **including puzzles** and **Interactive elements**.
- Worked on NPCs different behaviour types for project Dimension Anarchy.
- Worked on a **Enigma Ball** game created in unreal engine and showcased how it was made using blueprints.
- Worked as a Gameplay programmer in team project and created different mechanics for the player such as **Fighting**, **puzzles**, movement for an **endless runner** game, **portal mechanics** etc.

## PROFESSIONAL EXPERIENCE

### Pole To Win (PTW), Montreal

FQA Tester

Sept 2023 – Present

- Discovering **defects/bugs**, find **clear reproduction steps** and enter the information in a concise manner into the database.
- Knowledge of working with multiple **bugs tracking databases**.
- **Regressions** (re-testing) of defects claimed fixed by the developers.
- Work well in cooperation with other testers of a team.
- Following **test plans/checklists** set by the Team leads to ensure the high standards set by the team.
- Collaboration with the Senior Testers and Team Leads.
- Providing subjective feedback on the game or software being tested.
- **Smoke tests**.
- **Destructive testing**.

## **Puthur Infotech, India**

Customer Support Engineer

May 2021 – Mar 2022

- Provide **technical assistance** and support to customers regarding software and hardware issues, ensuring prompt resolution and customer satisfaction.
- Respond to customer inquiries through various channels including phone, email, and chat, promptly addressing their concerns, and **troubleshooting problems**.
- Diagnose and **analyze complex technical issues** by utilizing **problem-solving techniques**, diagnostic tools, and collaboration with cross-functional teams.
- Escalate and collaborate with the development and product teams to resolve critical customer issues that require further investigation or **code-level solutions**.
- Maintain thorough **documentation** of customer interactions, troubleshooting steps, and solutions in the knowledge base for future reference and team-wide accessibility.

## **SKILLS**

- Proficient in **C, C++, C#, Java, HTML, CSS**.
- Familiarity with **SQL, MySQL**

## **PORTFOLIO & DEMO REEL**

**Portfolio :** <https://alphastarx.github.io/>

**Demo Reel :** <https://youtu.be/HjDbrynesnk>