BHAVIN MACHHI

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EDUCATION

AEC in GAME AND LEVEL DESIGN
LaSalle College, Montreal, Canada
May 2022 – August 2023

Bachelor of Engineering in INFORMATION TECHNOLOGY
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.
- Strong knowledge and application of design patterns to create efficient and maintainable code.
- Utilized coding patterns such as Singleton, Factory, Observer, and more in Unreal Engine projects.
- 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 VFX 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 Blueprint.
- 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 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 custsomers 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