

# BHAVIN MACHHI

2055 St Mathieu St,  
Montreal, QC H3H 2J2

Phone: +1 514 894 6979

Email: [Bhavin19980630@gmail.com](mailto:Bhavin19980630@gmail.com)

LinkedIn: [www.linkedin.com/in/bhavinmachhi](https://www.linkedin.com/in/bhavinmachhi)

ArtStation: [www.artstation.com/bhavinmachhi](https://www.artstation.com/bhavinmachhi)



## 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.
- Implemented various UE features such as **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 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>