BHAVIN MACHHI

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Portfolio: https://alphastarx.github.io/
Demo Reel: https://youtu.be/HjDbrynesnk

EDUCATION

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

INFORMATION TECHNOLOGY (Bachelor of Engineering)
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**, **AI**, **Gameplay mechanics** 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**.
- **Plugins / Tools** development for Unreal Engine.
- Good Understanding of **3D Math**, **Linear Algebra**, **Geometry** used in game programming.
- Basic understanding of **Gameplay Ability System** (**GAS**) in Unreal Engine.
- Proficient in **OOPs**, **Multi-Threading, Debugging**, **Profiling** and **optimizing Code** in game development.
- Utilized various **Design patterns** such as **Singleton**, **Factory**, **Observer** etc to create **Efficient** and **Scalable code**.
- Mastery in **C++** and **Blueprints** to create Interactive gameplay and Gameplay Systems.
- Implemented various UE features such as **Animation System**, **Interfaces**, **Widgets**, **Physics**, **Navigation Mesh**, **Niagara, Material**, **Control Rig**, **IK Rigs**, **MetaSounds** in projects.
- Knowledge about implementing **AI** into the game using **Behaviour Tree** (**NPCs**, **Enemy**).
- Understanding the principles of **game design**, including gameplay mechanics.
- Proficient in working with different Version Control software such as **Perforce**, **GitHub**.
- Familiar with Task-Tracking software such as **Jira, Trello**.
- Proficient in **C, C++, C#, Java**, **HTML**, **CSS**.
- Familiarity with **SQL**, **MySQL.**

ACADEMIC PROJECTS

- Worked on a personal project about **souls-like combat system** with **Complex AI Behaviours** (**Various attack types and Enemy States**) 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 the **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.
- Create **Test plans/Checklists** set by the Developing Team 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**.