

# Arshvir Goraya

## Game Developer

### CONTACT INFORMATION

Ontario, Canada

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### SUMMARY

Game developer with over 2 years of collaborative and independent experience in Unity and Godot. Skilled with C#, GDScript and have development experience using Rust. Specialize in programming and game design. Love collaborating in all aspects of game creation while upholding a strong work ethic.

### PROJECTS

#### The Last Station (GBStudio | Visual Scripting) March, 2021

- Description: 2D game where you solve randomly chosen mazes under a time limit.
- Created the **art, narrative, levels, and logic** of the game independently, and in under a week in an engine previously unknown to me.
- **Quickly learned** visual scripting with no prior experience to create an RNG system to increase the replayability of the game.
- **Used an engine asset in a creative way** that it was never intended for, resulting in a more visually engaging experience, and an **A grade**.

#### Falling Islands (Godot | GDScript) December, 2021

- Description: 3D game where you explore and save islands before time runs out.
- Created an extensive **game design documentation** to help structure development.
- **Worked independently in different important roles of game development** such as sound design, level design, narrative design, UI, 3D model creation, programming and more to deliver an engaging prototype for class, yielding an excellent **A grade**.

#### Super Blue Ball (Unity | C#) October, 2021

- Description: 3D game where you maneuver a sphere by tilting the levels.
- **Communicated extensively with a team to resolve various bugs** including concise steps to reproduce them, resulting in a smoother gameplay experience.
- Created the most challenging level despite an approaching deadline to ensure a satisfying experience, **while balancing 8 different courses in a single semester**.

#### CollapsibleContainer (Godot | GDScript) August, 2023

- Description: A plugin made for the Godot game engine designed to add accordion UI functionality. Made independently by me and released as an open source project.
- **Complete documentation** of all code to increase comprehension for developers.
- **Designed with end-user in mind** resulting in an intuitive and easy-to-use interface, with seamless integration into the engine.

## **EDUCATION**

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**Bachelor of Arts (Honours) in Psychology**

**May, 2022**

*York University, Toronto, ON*

Relevant Courses:

- Game Mechanics
- Game Development I
- Game Development II
- Game History, Genre & New Directions

## **SKILLS**

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- C#
- Unity
- Git
- Godot
- GDScript
- Bevy (Rust Game Engine)
- Rust
- JavaScript
- HTML
- CSS
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe Illustrator