

# Arshvir Goraya

## Game Programmer and Developer

### CONTACT INFORMATION

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### SUMMARY

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Game developer with 2+ years of collaborative experience in Unity and Godot. Skilled with C# and GDScript with development experience using Rust. Comfortable with both OOP and ECS approaches to game development. Love collaborating in all aspects of game creation while upholding a strong work ethic.

### PROJECTS

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#### Falling Islands 📄

Godot | GDScript

- Description: 3D game where you explore and save islands before time runs out.
- [Worked independently in different important roles in game development](#) such as sound design, level design, narrative design, UI, 3D model creation, programming and more to deliver an engaging prototype.

#### The Last Station 📄

GBStudio | Visual Scripting

- Description: 2D game where you solve randomly chosen mazes in time.
- Created the [art, narrative, levels, and logic](#) of the game independently in under a week in an engine previously unknown to me.
- [Quickly learned](#) visual scripting with no prior experience to create an RNG selection system which increased the level of replayability for the game.
- [Used an engine asset in a creative way](#) as a gameplay mechanic that it was never intended for, resulting in a more visually engaging experience.

#### Super Blue Ball 📄

Unity | C#

- Description: 3D game where you maneuver a sphere by tilting the levels.
- [Solved a major bug](#) with the level-rotation system and communicated extensively with team to resolve a multitude of bugs including concise steps to reproduce them.
- [While balancing 8 different courses in a single semester](#), created the last and most challenging level just in time to ensure the game's progression experience.

#### Platinum Driver 📄

Unity | C#

- Description: 3D game where you shoot, dodge, and avoid oncoming obstacles.
- Found and integrated an asset that [got the team past a difficult roadblock](#), enabling continual and faster game development.
- [Took initiative to assign myself tasks](#) such as tutorial creation, input detection and scoring. Worked with artist to decide game's overall aesthetic.

## EDUCATION

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

May 2022

*York University, Toronto, ON*

Relevant Game Design Courses:

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

## SKILLS

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