

Arshvir Goraya

Game Programmer

CONTACT INFORMATION

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SUMMARY

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

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 (i.e., every function) to increase comprehension for contributors and plugin-users.
- **Designed with end-user in mind** resulting in intuitive and easy-to-use interface.

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 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, resulting in 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.
- Solved a major bug with the level-rotation system and **communicated extensively with team to resolve various bugs** including concise steps to reproduce them.
- Created the last and most challenging level to ensure a fun progression experience just in time **while balancing 8 different courses in a single semester**.

EDUCATION

Bachelor of Arts (Honors) in Psychology

May, 2022

York University, Toronto, ON

Relevant Courses:

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

SKILLS

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