

Arshvir Goraya

GAME DEVELOPER

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Summary

Game Developer with over 3 years of experience encompassing professional and independent work. Skilled in Unity, Godot, Web development, and low-level languages such as Rust. Specialize in programming and game design. Love collaborating in all aspects of game creation while upholding a strong work ethic.

Professional Experience

ArenaX Labs, Inc. | Game Developer | December, 2023 – November, 2024

- Collaborated with a team of developers, programming new features in both the back-end and the front-end for a community of over 100,000 players playing AI Arena: a Smash Bros inspired web game where players use imitation learning to train an AI fighter to compete.
- Used ReactJS to build a significant feature for fast consecutive simulations of battles for players to gauge their fighter's progress, and for developers to see how different attributes contribute to overall winning/losing, leading to important game rebalancing and improvements when needed.
- Worked with artists and programmers to prototype and discuss new additions. Engaged with early-access players to resolve issues, take in feedback and implement feature requests.
- Reference letter available upon request.

Projects

CollapsibleContainer | Godot/GDscript Programming | 2023 – Present

- Independently developed, open-source, Godot Game Engine plugin with over 70 GitHub stars that continues to help developers with their UI needs, even leading to multiple financial donations.
- Designed with end-users in mind with seamless integration into the engine resulting in an intuitive interface, making it as easy as possible for game developers to use.
- Comprehensive documentation of all code and continuous support through GitHub issues, leading to both an integration of feedback and a better understanding of the plugin for end-users.

Daggerfall Unity Mods | Unity/C# Programming | 2024 – Present

- Creator of 3 Open-Source Mods for Daggerfall Unity, amassing over 3,000 unique downloads and over 70 endorsements on Nexus Mods.
- Used ability to analyze code written by others to add new functionality, which is not only compatible with the existing game, but also compatible with other popular mods, leading to ease of installation.
- Integrated feature requests made by players and implemented fixes on reported bugs, leading to a more stable and fun experience.

Platinum Driver | Unity/C# Programming | November, 2021

- Pitched core game mechanics and led a team of 4 by assigning tasks and making sure everyone was on the same page, resulting in an organized production cycle to create a 3D game where you shoot, dodge and avoid incoming obstacles.
- Efficiently used OOP techniques like inheritance to deliver a performant prototype, while performing bug fixes and optimizations to create a better user experience.
- Worked closely with the artist to determine the overall aesthetic of the game.

Education

York University | Toronto, ON | Bachelor of Arts (Honours) Psychology | 2022

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

Skills & Abilities

- Web Development: JavaScript, TypeScript, HTML, CSS, ReactJS, ThreeJS
- Unity Game Engine, C#
- Godot Game Engine, GDScript
- Bevy Game Engine, Rust Programming Language
- Git, GitHub
- Game Design, Game Programming
- Communication, Organization, Collaboration, Integrating Feedback, Problem-solving
- Adobe Photoshop, Adobe Premiere Pro, Adobe Illustrator