

Binayak Dotel

Software Engineer, Game Developer

My Contact



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Technical Skill

Game Engine

Unity, Unreal

Programming Language

C++, C#, Python, OOP

Version Control

Git, GitHub

Soft Skill

Creativity
Communication
Teamwork
Problem Solving
Adaptability
Flexibility

Education Background

Nepal College of Information Technology

Bachelor of Software Engineering

Completed In 2022
GPA: 3.90/4

Achievements

NEXT Hackathon:

1st Runner up with project related to
Augmented Reality for Education.

About Me

Passionate and highly motivated individual with a deep-rooted enthusiasm for game development and the pursuit of new technologies. Eager to leverage my academic background and practical experience to create captivating and immersive experiences. With a keen eye for detail and a knack for problem-solving, I am ready to embrace unique challenges and contribute significantly to the growth of an organization through my dedication and expertise.

Professional Experience

Earth9 Inc. | Software Engineer

2022 – Present

At Earth9 Inc., I have contributed as a Software Engineer, focusing on intricate tasks ranging from developing essential tools for our 3D model builder's editor to spearheading procedural city generation projects. Additionally, I was responsible for laying the groundwork for a survival/puzzle game, overseeing its initial development and functionality implementation."

Ashtav | Unity Game Developer

2020 – 2022

At Ashtav, I undertook diverse responsibilities, including implementing gameplay functionality, integrating databases and Firebase services, as well as managing In-App Purchase and Unity Ads services. My role also encompassed rigorous bug identification and rectification, ensuring optimal performance and user experience.

Personal Projects

G_Engine-Opengl

Developed a simple rendering engine in C++ using OpenGL, gaining hands-on experience in graphics programming and learning the intricacies of building a game engine.

RTMotionCapture-Animation

Collaborated on a project involving real-time animation of a 3D character using pose estimation data obtained from Python pose estimation technology.

Integrated motion capture data into the animation pipeline, ensuring smooth character movement.

SRGANProgram

Implemented the SRGAN model architecture in Python using deep learning frameworks such as TensorFlow. Trained the model on large datasets of low-resolution images, achieving significant improvements in image quality and resolution.