

BINAYAK DOTEL

SOFTWARE ENGINEER | GAME PROGRAMMER

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<https://binayakdotel.github.io/binayak-portfolio/>

SUMMARY

Passionate and innovative Software Engineer with over 4 years of experience in game development, computer vision, and AI technologies. Currently working as a Senior Software Engineer at Earth9 Inc., where I merge creativity with deep technical expertise to build immersive, next-generation systems. Driven by a strong curiosity for emerging technologies, I specialize in developing real-time animation pipelines, AI-powered tools, and interactive 3D environments. I excel at bridging the gap between complex technical challenges and intuitive, user-focused solutions—bringing ideas to life through a blend of analytical problem-solving and creative innovation.

TECHNICAL SKILLS

Unity, Unreal Engine	React, Next.js, TypeScript	Git, Docker
C#, C++, Python	Node.js	Jira
Procedural Generation	Tailwind CSS	Agile Methodologies
Game Physics, 3D Graphics	REST APIs	CI/CD

PROFESSIONAL EXPERIENCE

- Earth9 Inc. | Senior Software Engineer

2022 - Present

 - Led development of advanced systems across Unity, Unreal Engine and Blender.
 - Architected a comprehensive level editor enabling non-technical users to create game environments and level development.
 - Engineered a sophisticated terrain generation system integrating real-world coordinates and OSM data.
 - Created custom 2D-to-3D building construction pipeline with dynamic architectural features.
 - Movie Production pipeline automation in blender.
- Aastav, Unity Game Developer

2020 - 2022

 - Full-stack mobile game development focusing on user engagement and monetization.
 - Developed and maintained multiple mobile games with custom UI/UX frameworks.
 - Integrated Firebase for backend services, in-app purchases and unity ads integration.

EDUCATION

- Bachelors in Software Engineering

2017 - 2022

Nepal College of Information Technology

CGPA: 3.9/4

 - Final Project on “SRGANProgram” model on large datasets of low-resolution images, achieving significant improvements in image quality and resolution.
 - Project on “RTMotionCapture-Animation”, the system captures human movement through a simple camera, processes it using pose estimation technology to detect key body points, and generates 3D animations in real-time.
 - NEXT Hackathon: 1st Runner up with project related to Augmented Reality for Education.