BINAYAK DOTEL

SOFTWARE ENGINEER | GAME PROGRAMMER

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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.