

# Dakshesh Mamtora in

GAME DEVELOPER

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## Experience

Feb 2023	<b>Gaming Engineer 3, A5 Labs. (Remote)</b> - Contribute to add new features and maintain and improve the codebase for worldwide acclaimed games like <a href="#">We Poker</a> and <a href="#">Poker King</a> .
March 2022 - Feb 2023	<b>Senior Unity Developer, Joyride Games Pvt Ltd. (Bengaluru)</b> - Responsible for developing (to add new features) and maintaining in-house SDK which allows easy integration of blockchain tokens and NFTs to any game. Actively works on in-house game <a href="#">Super Champs: Racket Rampage</a> , define sub-tasks and milestones, participate in code reviews, and mentor one junior developer for best practices and approaches to several problems
Feb 2021 - Mar 2022	<b>Senior Game Developer, Masala Games Pvt Ltd. (Remote)</b> - I am responsible for handling entire games which are either service work, or in-house PC game. (Unity and C#)
Sept 2019 – Dec 2020.	<b>Game Programmer, Nautilus Mobile App Pvt Ltd. (Pune, India)</b> - I was part of programming team for much acclaimed cricket game Real Cricket 20 on <a href="#">Play Store</a> and <a href="#">App store</a> . I have implemented the “Highlights” and “Challenge mode” features of the game. (Unity and C#)
March 2018 - Sept. 2019	<b>Game Developer, Driya Interactive LLP. (Pune, India)</b> - Most of my work here was focused more towards ed-tech solutions since the company’s focus was to bring quality education to under-privileged children in rural India. I was responsible for implementing interactive lessons, training sessions and even test conducting platforms. Here, I also catered to clients with industrial requirements as well. For e.g. this <a href="#">forklift simulator prototype</a> made for HTC Vive. (Unity and C#)
Dec 2016 - Dec 2017	<b>Game Programmer, All in a day’s play. (Mumbai, India)</b> - Solely developed game Slam Jump which was released for <a href="#">iOS</a> and <a href="#">TvOS</a> . Unfortunately, this company doesn’t exist anymore but there are links to videos made by the community, as this game got featured globally on App Store for a week on release day. This game was also featured on <a href="#">TouchArcade</a> (Unity and C#)
Jan 2016 - Dec 2016	<b>Game Developer, GMonks Entertainment Pvt Ltd. (Mumbai, India)</b> - Worked on vehicle-based games like <a href="#">Bus Simulator 2</a> , <a href="#">Racing in Traffic</a> , <a href="#">Bike Race Highway</a> . (All games in Unity and C#)

## Education

Aug. 2014 - Nov 2014	- <b>Diploma in Creative Media Production (<i>Game Development</i>)</b> affiliated to Edexcel, Pearson Group at <b><i>Seamedu School of Pro Expressionism, Pune, India.</i></b>
June 2010 - May 2014	- <b>Bachelors in engineering in Information Technology</b> , Gujarat Technological University. <b><i>A. D. Patel Institute of Technology, Anand, Gujarat, India.</i></b>
2010	- 12 <sup>th</sup> Science affiliated to CBSE Board. <b><i>Gnyan Dham High School, Vapi, Gujarat, India.</i></b> Scored 80.8 % aggregate.
2008	- SSC affiliated to CBSE Board. <b><i>Gnyan Dham High School, Vapi, Gujarat, India.</i></b> Scored 71.4 % aggregate.

## ACCOLADES

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2012	Stood 2 <sup>nd</sup> in e-Painting competition in Volcano 2012 (a district-level youth fest).
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