Bhupendra Maheshwari

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WORK EXPERIENCE

Outscal   **Pune,Maharastra**
Game Programmer (Github | Youtube | GDrive | Itch)   *Jan 2023 - Jan 2024*

- Developed a hypercasual game for Android, perfect for quick distractions or beating high scores.
- The game can be downloaded from Google Drive and itch.

Outscal   **Pune,Maharastra**
Game Programmer (Github | Youtube | Web - To play)   *Dec 2023 - Jan 2024*

- Developed a classic 2D snake game with additional features for enhanced fun and challenge.
- Features include Local Co-Op Mode, Web-Based Play, Unique Power-Ups, and Different Foods.

Outscal   **Pune,Maharastra**
Game Programmer (Github | Youtube)   *Nov 2024 - Dec 2024*

- Developed complex enemy behavior AI, resulting in challenging and dynamic gameplay experience for players across all 3 levels.
- Designed visually appealing UI elements for main menu, game over screen, and pause menu, improving user experience and contributing to a cohesive game design.
- Implemented immersive sound effects and background music, enhancing player engagement and creating an immersive gaming atmosphere

EDUCATION

Tilak Maharastra Vidyapeeth   **Pune,Maharastra**
BCA (Game Development)   *Graduation Date: Jun 2024*

PROJECT EXPERIENCE

Seamedu   **Pune,Maharastra**
Game Programmer (Github | Youtube)   *Oct 2023 - Present*

- Developed a 3D multiplayer PvP tower defence game, Terra Nova, using Photon Pun2 and Unity.
- Implemented innovative game mechanics, resulting in increased player engagement and decreased churn rate.
- Utilized advanced Unity features to enhance visual effects, increasing player engagement.

Seamedu   **Pume,Maharastra**
Game Programmer (GDrive | Youtube)   *Apr 2023 - May 2023*

- Developed a 2D galaxy shooter game from scratch, incorporating dynamic graphics and immersive gameplay.
- Utilized post-processing techniques to enhance visual aesthetics, increasing player engagement.
- Implemented UI design elements and animations to improve visual appeal.

TECHNICAL SKILLS

Languages: C++(intermediate), C#(intermediate), HTML(beginner), CSS(begginer)