Dhiraj Magdum

Aspire to build a career in game development.
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LinkedIn
GitHub
ArtStation
Portfolio

Skills :

- Programming Languages   :   C++(Intermediate), C#(Intermediate).
- Game Engines   :   Unity, Unreal engine.
- Version Control   :   Git.
- Programming Design Pattern   :   Singleton.
- Software's   :   3ds-Max, Z-brush, Substance designer, Spark-Ar.

Projects :

- **2D-Platformer** (Unity) : ([GitHub Link](#)) ([Video](#))
  - Basic concepts of 2D Platformer like movement, layers, flipping, animations, etc.
  - Levels unlocking system, responsive UI for player's health and collectables and customizable collectables.
  - Fully customizable level win conditions for each Level and AI for 2D patrolling enemy.

- **Castle Guard** (Unreal Engine) : ([Video](#))
  - Unreal engine reflection system and garbage collection. Menu system to save and load the game.
  - Character movements and melee combat system. Player and enemy animations.
  - AI for enemy chasing and attack, weapon equipping, player stats like health, stamina and collectables.
  - Sound effects, particle systems, pickups, HUD elements and gameplay mechanics.

- **Simple Shooter** (Unreal Engine) : ([Video](#))
  - Movement and animation of third person character. Shooting mechanics. Sound effects and particle systems.
  - Enemy AI using behavior trees. Player and enemy health / death. Win and lose conditions.

- **Mars Marine** (Unreal Engine Blueprints) : ([Video](#))
  - Top down - wave based shooter game. Unreal motion graphics to create player HUD.
  - Character movement, animation blueprints, animation montages, state machine and blendspaces.
  - AI navigation for enemy. Player shooting, health / death for player and enemy.
  - AI wave spawning. Sound and particle effects. Pickups.

- **Crystal Cavern** (Unreal Engine Blueprints) : ([Video](#))
  - Level creation using unreal engine BSP tools. Lighting and sound effects. Player inputs and movement.
  - Multiple timeline tracks. Level win and lose conditions. Obstacles and damage system.

- **Cinematic Creator** (Unreal Engine) : ([Video](#))
  - Lighting, camera types, sequences, sequencer triggering, camera movement, cutscenes, rendering and sound addition.

- **Game Props** : ([ArtStation Link](#))
  - Optimization of props by creating LOD's and modular structure. Texture optimization.
  - 3d modelling (3ds-Max), sculpting (Z-brush), UV unwrapping,
  - Texture creation (Substance designer / Painter and Photoshop), rendering (Marmoset Toolbag).

Education :

- Full Stack Game Development - Outscal, Delhi.   (Jul 2021 - Present)
- Diploma In Game Art - Frameboxx, Mumbai.   (Sep 2020 - Aug 2021)
- B.Tech Mechanical - Walchand College of Engineeing, Sangli. (CGPA - 7.22)   (Aug 2016 - Sep 2020)
- HSC - State board - A.N.N.Jr. College, Jaysingpur. (89.08 %)   (June 2014 - July 2016)

Certification :

- Unreal Engine C++ Developer. ([Link](#))
- Unreal Engine Blueprint Developer. ([Link](#))
- Cinematic Creation For Game Design. ([Link](#))