Pankaj Sawant

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About Me

I am a dedicated and passionate game developer with a strong foundation in Unity, C# and Object Oriented Programming. With one year of experience as a Game Tester at Upsurge, I bring a wealth of expertise in quality assurance, bug fixing, and game testing. My journey in game development began with self-learning, fueled by my curiosity and drive to create immersive gaming experiences.

Through my personal projects in Unity, I have honed my abilities in game design, scripting, OOP design patterns, game engine, and animation. I thrive in collaborative environments and am eager to join a team of like-minded professionals to further my career as a game developer. I am excited about the opportunity to apply my skills and creativity to new challenges and contribute to innovative game development projects.

In addition to my technical skills, I possess a keen interest in the game design aspect of video game development. I have been continuously studying different games and genres to hone my skills as a designer, motivated to create fun and engaging experiences for players.

Experience

QA(Game Tester) at Upsurge - December 2022 - December 2023
Responsibilities -

- Conducting quality assurance duties for children's learning games, ensuring seamless gameplay and identifying potential issues.
- Creating detailed bug reports, Creating test Cases, Performing test cases and Executing different testing methods to communicate issues effectively to the development team.
- Uploading and testing WebGL games, contributing to the deployment process.
- Performing minor bug fixes in Unity to enhance game performance and user experience.
- Testing and reporting bugs for KQs (Companies learning program created on Unity).
- Managing repositories on GitHub to streamline version control and collaboration.
- QA'ed Play Store Games -Link
- QA'ed WebGL Games - Link

Projects

1. HopAndShoot - Fun 2D Action platformer - Play!
In this game I have applied all the fundamental knowledge I have about unity such as Rigidbody, Colliders, Triggers, Animators as well as C# knowledge such as Unity's Start, Update, OnTrigger, OnCollision Methods. Apart from that I have also applied OOP design patterns such as State pattern and Object pool to create a fun 2D platformer.

2. 3D-ARPG - A small 3D ARPG Hack and Slash game - Download
This was one of the games I created while learning the fundamentals of unity. I have learned a lot of things that I didn't know before such as Animation Override Controller, Animation Events, Character controller etc.

3. Tech Trivia - Quiz game based on technology - Play!
This game was entirely created with Unity's UI system. This game was made to understand Unity's UI and its elements like buttons, layout, canvas, event system etc.

Skills

Hard Skills:

- **Programming Languages & Other Tools**: Unity, C#, Visual Studio, GitHub, Unreal (Basic), C++, Photoshop, Aseprite, Premiere Pro
- **Game Development**: Unity engine fundamentals(Rigidbody, Colliders, Triggers, Animator, Character Controller, Etc.) , OOP Design Patterns, Game Design, Documentation,
- **QA** : Game Testing, Test Case creation, Bug report, Defect Life Cycle, Unit testing, Regression Testing.

Soft Skills:

- Effective Communication
- Team Collaboration
- Problem-Solving
- Adaptability
- Attention to Detail
- Creativity and Innovation
- Time Management
- Critical Thinking
- Positive Attitude
- Leadership (if applicable)

Education

B.Sc. in Computer Science | Mumbai University | M.D. College Parel(E) | **CGPA: 6.34** | **July 2018 - May 2021**

I am eager to discuss my qualifications further and explore opportunities where I can contribute to innovative game development. Thank you for considering my application. I look forward to the possibility of an interview.

Best regards,
Pankaj Sawant