CH Goutham Singh

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Summary

Unity & C# Game Developer building game mechanics and interesting projects that are fun for me. looking forward to learn from new experience and complex projects.

Experience

Game Developer (Unity / C#)

Battle Mayhem – Twin-Stick Shooter

- Implemented build system for player-constructed combat vehicles, **implemented entirely in Unity using C#**.
- Designed and implemented comprehensive player weapon systems within **Unity**, significantly enhancing combat mechanics.
- Built and refined intuitive UI elements for an optimized user experience **in Unity**.
- *Project Link:* https://unknown-coder.itch.io/battle-mayhem

Game Developer (Unity / C#)

Falling World – Mobile Puzzle Game

- Game Jam project developed as an educational mobile puzzle game, **built with Unity**.
- Implemented interactive physics-based elements, domino mechanics, **within the Unity environment**.
- *Project Link:* https://paradisesan.itch.io/falling-world

Game Developer (Unity / C#)

Untitled-Dolphin-Game (PC)

- Implemented core player movement systems for this PC game to control a dolphin.
- *GitHub Repo:* https://github.com/HARISH-GOUTHAM/Dolphin-GGJ
- *Executable Link:* https://globalgamejam.org/games/2024/untitled-dolphin-game-8-0

Thesis Project

Procedural Generation of City Level

- Researched algorithms for procedural road network generation and dynamic building placement,
- developed a test algorithm for procedural generation **primarily developed in Unity using C#**.
- *Thesis Document:* View Thesis PDF

Game Jams & Personal Projects

- Actively participated in multiple game jams, consistently pushing for fun and engaging projects **often utilizing Unity 3D**.
- Engaged in various personal projects, focusing on AI behaviors , procedural generation in various roles and diverse gameplay mechanics.

Skills

- **Programming Languages:** C# (Proficient), C++ (Familiar), Python (Basic), Java (Basic)
- **Game Engines: Unity 3D (intermediate)**, Unreal Engine (Familiar)
- **Software & Tools:** Blender (Basic 3D Modeling), Git (Version Control), Visual Studio
- **Core Game Dev Skills:** Game Mechanics Implementation, Systems Design, Performance Optimization, UI/UX Design for Games, Procedural Generation, Brainstorming implementation & optimization techniques.

Education

Backstage Pass Gaming Institute

- BSc (Hons) in Computer Science and Game Development (4th Year, Ongoing)
- focus on **Unity game programming** and design principles.