

JATIN KESWANI

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Experience

Inept Devs/ Inept Studio, Delhi

Oct 2018 - Nov 2020

Game Programmer and Game Artist

- Developed and maintained mobile game apps in **Unity3D**.
- Design 3D game environment assets in **Blender**.
- Participated in publishing of games in android and iOS.
- Write clean code with best practices of **OOP and design pattern**.
- Provided technical assistance for programming of **camera systems** and **GUI gameplay systems**.
- Created **2d assets** in Adobe Photoshop and Illustrator.
- Created attractive **shaders** in Unity3D.
- Programmed, executed and maintained scalable application code.
- Implementing game logic and game UI.
- Created **3D characters** and **animations** for game in Blender.
- Worked on multiple iterations, both independently and in collaboration with team members.



Crio.Do

Feb 2020 - Mar 2020

Backend Training



Worked on QBox (A file sharing service)

- Created pre-install scripts to run system checks, install and configure file-sharing service.
- **Developed tools** to automatically **analyze performance** and **functionality** issues in different versions of software.
- Brainstorming multiple approaches, understanding trade-offs and writing pseudocode for the chosen approach.

Worked on QMoney (An visual stock portfolio analyser)

- Implemented the core logic of the portfolio manager and published it as a library.
- Refactored code to add **support** for multiple stock quote services.
- Improved application **stability**.

Worked on Ocharm (An online IDE)

- Implemented basic editor features that included: *opening a file, navigation, search/replace, cut/copy/paste, undo/redo*.
- Improved application **performance**.

Sapne Ngo, Work from home

Jun 2019 - Aug 2019

Graphic Designer Head and Frontend Developer

- Made posters on current affair topics.
- Worked on frontend of sapne.org.in



Skills

- **Programming/ Languages:** C/C++, C#, MySQL, HTML, CSS, JavaScript, JQuery
- **Platforms:** Unity (2D, 3D, URP), Visual Studio
- **Additional Skills:** Blender, Adobe Photoshop, Adobe Illustrator, Git/Github, Postman

Education

GGSIU, Delhi

2017 - 2021

Bachelor of Technology

Achievements

- Worked on **14 games**.
- Got **13k+ downloads** on [Eddy Ball 3D](#) on play store
- Got **1k+ downloads** on [Horden Pass](#) on play store.
- Got **First Prize** in college coding competition in first year.