

JATIN KESWANI

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Experience

Stareout Games, Work from home

Jun 2020 - Jul 2020

Game Designer and Game Programmer

- Made prototype of game concepts every week during the internship period.
- Worked with game artists and developers on **multiple iterations** to make the game best.
- Programmed the project according to the functional spec and close to the design directions.
- Worked on different mechanics like fluid, ragdoll, rope, etc.
- Provided feedback and **tracked** troubleshooting to management to **monitor public response** and satisfaction.
- Worked on different **shaders** and **particle** effects to enhance user experience.



Inept Devs/ Inept Studio, Delhi

Oct 2018 - Nov 2020

Game Developer

- Developed and maintained mobile game apps in **Unity3D** and implemented.
- Created **2D** and **3D assets** for games in Blender, Adobe Photoshop and Illustrator.
- Provided technical assistance for programming.
- Created attractive **shaders** in Unity3D.
- Worked on multiple iterations, both independently and in collaboration with team members.
- Participated in publishing of games in **android** and **iOS**.



Crio.Do

Feb 2020 - Apr 2020

Backend Training



Worked on QBox (A file sharing service)

- Created scripts to run system checks, install and configure file-sharing service.
- **Developed tools** to **analyze performance** and **functionality** issues in different versions of software.

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.

Worked on Ocharm (An online IDE)

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

Projects

Football.io 3D (Team: 2)

- Worked on player controls and bot mechanics using State Machines (ESM/FCM).
- Made 3D assets and used them in unity to make sure it looks good.

Pull n Push (Team: Solo)

- Made Scripts for player control and enemy movement using NavMesh (A* algo).

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, Xcode

Education

B. Tech (GGSIPU, Delhi)

2017 - 2021

Achievements

- Worked on **15 games** and **7 Prototypes**.
- Got **13k+ downloads** on Eddy Ball 3D and **1k+ downloads** on Horden Pass on play store.
- Got **First Prize** in college coding competition in first year.