Ph: +91 8800312205
jatinkeswani151@gmail.com

JATIN KESWANI

jatinkeswani03.github.io
linkedin.com/in/jatinkeswani03

Experience

Stareout Games, Hyderabad (Remote)   Jun 2020 - Aug 2020

Game Developer Intern

- Responsible for prototyping games as per the functional specs finalized by Design and Development teams. Prototyped a total of 7 games of which 3 were chosen for user testing.
- Worked on **fluid mechanics** and ragdoll as parts of physics modules. Also added **shaders** and **particle** effects for graphic enhancements.
- Analyzed data from organic users to monitor response and satisfaction rates. Used CPI and Retention rates as performance metrics.

Inept Devs/ Inept Studio, Delhi   Oct 2018 - Nov 2019

Game Developer

- Developed 9 hyper-casual games and prototypes. Also provided technical assistance for programming. Also Worked on integrating SDKs like Facebook, Game Analytics, AppsFlyer, Appmetrica, TinySauce.
- Reduced 2 games CPI 0.9 and 0.76 dollars to **0.3** dollars.
- Worked with publishers like Voodoo, Lion Studios, Crazy Labs to develop and test games.
- Worked on making various 2D and 3D assets for games in Blender, Adobe Photoshop, and Illustrator.
- Designed and made trailer videos, posters for CPI testing, and promotion.

Crio.Do   Feb 2020 - Apr 2020

Backend Trainee

- Created scripts to run system checks, install and configure **file-sharing service**. Also, developed tools to analyze performance and functionality issues in software.
- Worked on a visual stock **portfolio analyzer**. Refactored code to add support for multiple stock quote services.
- Made some basic editor features for an online IDE like 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)*

- Worked on player controls and Enemy movements using NavMesh.

Skills

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

Education

Bachelor of Technology, Computer Science   **Aug 2017 - May 2021**
B.M. Institute of Engineering and Technology (GGSIPU)

Achievements

- Successfully worked on **15+ games** and **7 Prototypes**.
- Got **13k+ downloads** on Eddy Ball 3D and **1k+ downloads** on Horden Pass on play store.
- Received first prize in #include programming competition, BMIET.