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)

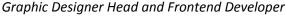
- Implemented the core logic of the portfolio manager and published it as a library.
- Refactored code to add support for multiple stock quote services.
- Improved application stability.

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



- Made posters on current affair topics.
- Worked on frontend of <u>sapne.org.in</u>



Skills

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

Education

GGSIPU, 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.