KINGSHUK DHOLAKIA

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Game Developer

Detail-oriented Game Development graduate with proven experience in Unity, Unreal Engine and C#/C++ through full-cycle game projects, from concept to showcase recognition. Skilled in object-oriented programming, scripting gameplay mechanics, and building interactive systems within Unity. Capable of applying mathematical modelling, probability, and logic validation to support accurate gameplay systems and simulations. Strong in debugging, troubleshooting, and performance profiling to optimize builds across platforms. Experienced in integrating art assets, audio, and UI/UX elements into cohesive gameplay experiences. Adept at preparing structured documentation, collaborating in peer reviews, and ensuring testing and quality compliance. Expanding knowledge of game engine features, digital content creation tools, and industry trends.

Areas of Expertise

- Gameplay Programming
- Object-Oriented Programming (OOP)
- Code Architecture & Debugging
- Game Mechanics Design
- Project Management

- Physics Simulation
- Collision Detection
- Animation Integration
- UI/UX Implementation
- Level Design & Audio Design

- Storyboarding & Game Balancing
- Math Modelling for Games
- Team Leadership & Collaboration
- Visual Effects Integration
- Data Structures & Algorithms

Technical Skills: Unity | Trello | Piskel | Github | Canva | Miro | C# | C++ | MS Office Word |

Education

Bachelor of Science in Games Development, University of Technology Sydney | 2021 - 2025
Major Courses: Game Design Studio 1 | Game Design Studio 2 | Fundamentals of Interaction Design

Key Projects

Game Developer & Artist | Project: Dungeon Golf   March 2024 – May 2024
Tools & Technologies: Unity • C# • Trello • Piskel • GitHub • Canva

Created all enemy sprites and visual assets from scratch in Unity, iterating through multiple design revisions and incorporating peer feedback to achieve a polished and cohesive art style. Implemented smaller mechanics for seamless integration between art, design, and functionality.

Key Contributions:
- Collaborated with a multidisciplinary team for the first group game project, using Trello to manage tasks, coordinate progress, and build team accountability throughout the development cycle.
- Achieved the highest possible grade, which secured an invitation to the UTS Games Showcase, where the game received direct praise from Ubisoft developers for creativity and execution.
- Earned wider recognition, including a Twitter shoutout from the Game Curator of the Powerhouse Museum, Sydney, highlighting the project's innovation and presentation quality.

Lead Game Developer & Project Manager | Project: Spectrum Ops - Rescue Mission   August 2024 – November 2024
Tools & Technologies: Unity • C# • Miro • GitHub • Audio Editing Tools (custom + sourced)

Directed a 3-member development team as both Lead Developer and Project Manager by organising tasks in Miro, setting milestones, and maintaining accountability through structured check-ins to ensure consistent progress under strict deadlines.

Key Contributions:
- Built the majority of Unity (C#) gameplay systems, including core mechanics and interactive features, by translating design ideas into functional code that balanced playability with performance.
- Oversaw the creative and technical audio pipeline, composing original tracks, designing sound effects, and refining sourced assets to establish an immersive and professional soundscape aligned with the game's theme.
- Guided the project from concept to delivery in a highly constrained timeframe by earning top academic marks and formal commendation from the Tutor and Subject Coordinator for leadership, technical execution, and overall game quality.

Languages: English, Hindi & Gujarati: Fluent