MANAV SHAH

Manavshahmds@gmail.com | (626) 278 4086 | manavshah.dev | GitHub

SUMMARY

With experience in artificial intelligence and game development, Manav is an aspiring game designer passionate about bringing creative, immersive, emotionally-driven experiences to players everywhere

EDUCATION

2020 – Present   **NYU Tandon School of Engineering**

B.S. Integrated Design and Media (2024 Expected)

Summer 2018   **Stanford University**

Computer Programming and Backend Web Development

SKILLS & ABILITIES

- **Fluent:** JS, Java, Python, C, C++, CSS, GML, HTML, Ren'py
- **Proficient:** C#, GDScript
- **Game Engines:** GM Studio, Unity 5, Unreal Engine 4, Unreal Engine 5, Godot
- **Other Engines:** Twine, GrabCAD, CURA

- **Programming IDEs:** Visual Studio, VSCode, Android Studio, QT Creator, BlueJ, along with Git
- **3D Modeling** experience with Blender and Maya
- **Animation** experience with Cinema4D
- Adobe Creative Suite and MS Office

EXPERIENCE

2022 – Present   **Coding Minds, Instructor**

Teach regular, weekly coding classes to both individual students and groups. Topics ranging from Basic Scratch to Advanced Unity Projects. Continually adding more topics and classes to my schedule.

2016 – Present   **Dimension Runner, Lead Developer and Designer**

Fast-paced, story driven platformer. Personal project, currently being remade in C#. Created art and was the sole programmer. Had to siphon through 10+ prototypes based upon designs I made on paper and in Unity and JavaScript.

2021 – 2022	**Two Bit Circus, Game Design Intern**
	Worked directly with the CEO to design and create a GPS-based, collectible game. Met with potential investors interested in its use. Designed the program from scratch (10+ iterations) as well as implemented its user interface from designs by third-party artists. And was tasked with prototyping basic mechanics performed in Unity.
2022 – 2022	**The Gatcha Ghost Hunting Squad**
	3D Horror-survival, puzzle solving game, with unique characters and modern "Gatcha" progression mechanics. College class group project (2022), being further developed myself outside of class. Created in Unreal Engine 4. Design and built horror environments, as well as the puzzles within them, programmed and designed horror enemies and monsters. Also wrote background and lore and worked on sound design.
2022 – Present	**Mythos**
	Tabletop competitive card game, based on various cultures' history and mythology. Solo project. Designed and implemented unique game mechanics and rules, created card art in AI Software, created individual cards in Photoshop. Hosted playtests with family and friends. Currently talking to potential publishers and planning a Kickstarter campaign.

HONORS & AWARDS

- **Two-time SkillsUSA Regional Silver Medalist** in Web Design (2018 & 2019)
- **Awarded The Golden Duck** for most-efficiently solving the game theory programming challenge using the Prisoner's Dilemma algorithm. Solution undefeated to this day. (2020)
- **AP Scholar Award**, National Merit Commended Scholar (2019)

VOLUNTEER & OTHER EXPERIENCE

2019 – 2021	**Arnott Kenpo Karate, Assistant Instructor & Secretary**
	Oversaw students ranging from ages 9-40 each day as well as areas to monitor, enforce class rules, and ultimately assist the instructor. Handled administrative tasks and customer concerns with utmost hospitality.
2017 – 2018	**Sunrise Senior Living Center, Volunteer**
	Assisted and entertained elders suffering from Alzheimer's and Dementia. Provided administrative support to staff. Consistently prepared dishes with great care, attention, and quality.