

Professional Summary

Video Game Developer with strong knowledge of C# programming language and Unity Game Engine. Ability to quickly learn and use new programming languages, tools, and software applications. Dedicated team player with a passion for video games and the games industry. Patient and creative problem solver with good organizational skills, commitment to excellence, and track record of delivering work ahead of time.

Skills

- Good Object-Oriented Programming Skills (C#, C++).
- Experience working in Unity Game Engine and Unreal Engine.
- Experience with Web Programming (HTML, CSS, Javascript)
- Good analytical and problem solving skills.
- Strong bug detection and reporting skills.
- Able to work under pressure and meet deadlines.
- Troubleshooting and Debugging Skills..
- Experience with version control tools like Github, Jira and Asana.
- Basic Understanding of Database Management (SQL).
- Great capacity for learning and implementing new tools and technologies.
- Good written communication abilities.
- Strong team, communicative, interpersonal skills and self-motivated.

Work Experience

Gameplay Programmer Intern (Unity Engine)

June 2020 to December 2020

Dragon Slumber – Montreal, Quebec

- Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.
- Integrated User Interface features complying with prescribed code standards and technical design guidelines.
- Collaborated with colleagues on the constant improvement of the game development process to maximize efficiency.
- Collaborated with team to create and implement innovative UI design.
- Balanced and adjusted gameplay experiences to increase success of product.
- Created core game features, including storylines, gameplay and character mechanics.
- Beta testing of different games to document the bugs and their causes.
- Learned to use Jira to carry out assigned tasks and test cases.

Software Developer Intern

April 2016 to July 2016

New Generation Technologies Ltd. – Chandigarh, Punjab, India

- Collaborated with other developers to identify and alleviate number of bugs and errors in different software applications.
- Learned software engineering process improvements and best practices.
- Collaborated with project managers to select ambitious, but realistic coding milestones on pre-released software project development.
- Performed regression and system-level testing to verify software quality and function prior to release.
- Maintained and upgraded products to deliver smooth-running systems.
- Inspected and tested out various aspects of software builds.

Education

Attestation of College Studies: Video Games Programming

January 2019 – January 2021

Institut Supérieur D'Informatique - Montreal, QC

Coursework: Game Engines, Object-Oriented Programming, Games Mathematics, Graphics Libraries, 2D/3D Tools, Web Programming, Artificial Intelligence

Bachelor's of Technology: Computer Science

May 2017 – July 2018

Doaba Institute Of Engineering And Technology - Kharar, Punjab, India

Coursework: Algorithms and Data Structure, Object-Oriented Programming, Operating Systems, Computer Graphics, Artificial Intelligence

Projects

That RPG Game (Unity3D, C#, Action RPG) ([Github](#))

Currently in Development, a 3D Game using Unity URP, C#, inbuilt and custom made Unity tools. Featuring Dynamic UI, Interactable NPC's, Zelda game like Inventory System, Quest Manager with both main and side quests, Melee, ranged and blocking combat with player stamina system.

Grapplu -The Beginning (Unity 2D, C#, Action Platformer) ([Github](#))

2D Platformer game made in Unity with features like Melee Combat, Grapple Hook, Time slow, Time Rewind, 3 types of enemies including ranged and melee, 2 Bosses with unique abilities, 2 fully playable levels.

Movolit (Unity 2D, C#, Puzzle Platformer) ([Github](#))

A Strategy based multi-Level 2D puzzle Game, with a dark and Challenging Environment. 2D Dynamic Lights and Shaders used in real time environment.

Asteroids (Unity2D, C#, Arcade) ([Github](#))

Basic Asteroid styled game, where you have to save your spaceship from incoming asteroids.

The Legend of Link (Unity2D, C#, Top Down Action) ([Github](#))

Made a 2D Top down Zelda like game demo with Unity2D where you have to kill corrupted pokemon in zelda like combat system. The game includes fully functional UI, Menus and Combat.

The Unrepairable Tower (Unity 3D, C#, Casual Game) ([Github](#))

My first game jam game with a team of 8 people that we made in 2 days. In this game you have to repair the tower which has some problems on each level. Its a endless tower where you rush to fix floor before its too late.

Spineless: A Blank Tale (Unity3D, C#, Action VR Game) ([Github](#))

Virtual Reality Game made in Unity3d, where you are on a wheelchair and you shoot through enemies and kill the boss to win. It features a indoor level, ranged and melee enemies, one boss with 3 skills, stun gun, sword and pick able items and power ups.