

Manjot Singh

Address :#311, 9940 Saint Laurent,
Montreal, Quebec, H3L2N7
Telephone : (438) 341- 5520
E-mail : manzotsingh@gmail.com
Linkedin: linkedin.com/in/manjot-singh-195458143/

Languages:
English
Punjabi
Hindi

Video Games Developer

Profile

Strategically-minded and efficient Game Programmer with in-depth knowledge of Unity3D and C# seeking a position in which my creative skills and programming experience can be used as an asset to the company. Skilled at operating in a wide range of platforms and tools.

Skills

Programming Languages	C#, C++, Java, GLSL (Shaders)
Technologies	Unity2D, Unity3D, Unreal
IDE	Visual Studio, Eclipse, Notepad++
Design Patterns	Top Down Architecture, Factory Pattern, Singleton, Object Pooling
Management	Git, GitHub, Jira
Framework Libraries	Monobehaviour, SDL, OpenGL, JSP
Database	MySQL, JSON, Binary Formatting
Other Software's	Adobe Premier Pro, Adobe Photoshop, Microsoft Office
Unity Skills	Shaders, Particle Effects, Tilemaps, 2D Animations, Universal Render Pipeline, Lighting and Shadows, Level Designing, Post Processing

Personal Abilities

Good Team player, Eye for details, Fast Learner, Time management, Ability to understand unfamiliar code, Problem solving skills, Adaptability, Organizational skills, Good Listener, Ability

Education

Video Game Programming, Attestation of College Studies 2019-(Pursuing)
ISI, L'institut Supérieur d'Informatique - Montreal, Canada

Computer Science Engineering, Bachelors Degree 2014-2018
Punjab Technical University - Jalandhar, India

Projects

Unity2D Game

Developed a 2D Game using Unity, using C# and inbuilt Unity tools. Implemented Top-Down Architecture and Singletons to optimize the scalability of the game. Make features like path finding using A Star algorithm, time slow, time reverse, grapple hook, Dynamic UI, 2D shaders and particle effects etc.

Level Design for Unity VR Game

Developed a full working indoor level for a VR Game in Unity. Used different tools like Pro-builder, Terrain Tool, Light Maps and Shadows. Along with use of textures, particles effect and shaders.

Mini Features in Unity

Developed a lot of mini features in Unity such as Parallax Background Effect for 2D games, Procedural generated terrains, Flocking AI, Genetic AI, Path-finding, Tilemaps, Object Pooling.

Other Work Experiences

Nettoyage Eco-vert, Montreal, Quebec June 2019 – April 2020
Worked as housekeeper

DLC Gardening, Kirkland, Quebec Feb 2019 – May 2019
Worked as Laborer-Lawn Maintenance

References Upon Request