

Professional Summary

Enthusiastic Video Games Developer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Experience in developing games while working both in a team and individually. Poised and committed in listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to surpass expectations. Motivated to learn, grow and excel in Video Gaming Industry.

Skills

- Strong C# programming skills.
- Hands-on experience working with technologies like Unity Engine, Unreal Engine, and Github.
- Experience working with .fbx files and UI in Unity .
- Experienced with data saving and loading from various source formats (JSON, XML, binary formatter)
- Proactive and inquisitive with a clear focus on problem solving
- Good C++ programming Skills.
- Experience debugging codebases developed by others.
- Develop and test code, fix bugs, and profile and optimize code as directed.
- A natural flair for writing well-structured code and a commitment to code quality through any means, code reviews, automated testing and tooling .
- Strong team, communicative, interpersonal skills and self-motivated.

Work History

Gameplay Programmer Intern

06/2020 to 12/2020

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 team to create and implement innovative UI design.
- Balanced and adjusted gameplay experiences to increase critical and commercial success of product.
- Created core game features, including storylines, role-play mechanics and character biographies for new video game or game franchise.
- Prioritized tasks and carefully managed time to consistently meet delivery dates.
- Learned new skills and applied them to daily tasks, improving efficiency and productivity.

Software Developer Intern

04/2016 to 07/2016

New Generation Technologies Ltd. – Chandigarh, Punjab, India

- Collaborated with other developers to identify and alleviate number of bugs and errors in software.
- 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.

Education

Attestation of College Studies: Video Games Programming

01/2021

Institut Supérieur D'Informatique - Montreal, QC

Bachelor of Science: Computer Science

07/2018

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

Projects

Unity3D Game (Action RPG)

Currently Developing a 3D Game using Unity URP, C#, inbuilt and custom made Unity tools. Created Inventory System, Quest Management System, Different NPC behaviors, Static and Dynamic UI, Enemy AI.

Unity2D Game (2D Action Platformer)

Developed a 2D Game (named Grapplu) using Unity, using C# and inbuilt Unity tools. Implemented Top-Down Architecture and Singletons to optimize the scalability of the game. Made features like pathfinding using AStar algorithm, time slow, time reverse, grapple hook and Dynamic UI.

Level Design in Unity

Developed a full working indoor level for a VR Game in Unity. Used different tools like Probuilder, Terrain Tool, Baked light maps. Along with use of textures, particles effect and shaders.