

## Professional Summary

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Analytical Programmer possesses strong knowledge of C# programming and Game Engines. Quickly masters new software packages and hardware technologies. Programmer successful at quality assurance and on time delivery. Adept at developing video games, softwares, performing various project management tasks and conducting code reviews.

## Skills

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- Strong Object-Oriented programming skills (C#, C++, Java).
- Experience working with technologies like Unity Engine, Unreal Engine, and Github.
- Experience With Web Programming (HTML, CSS, Javascript)
- Mathematical Aptitude, Problem Solving Skills and methodical approach to video games.
- Exceptional bug detection and reporting skills
- Able to work under pressure and meet deadlines.
- Good Understanding of Database Management (SQL / RDBMS).
- Experience with project management tools like Jira, Asana and Trello.
- Ability to Develop and test code, fix bugs, and profile and optimize code as directed.
- Solid understanding of Game Designing and Software Development Life Cycle (SDLC).
- Good written communication abilities.
- Strong team, communicative, interpersonal skills and self-motivated.

## Work Experience

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### Gameplay Programmer Intern

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

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**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

**Bachelor's of Science:** 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

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### **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.