

## Professional Summary

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Game Developer with experience in Game Engines, object-oriented programming and writing clean code. Accomplished in elevating games with new and improved strategies. Ability to quickly learn and use new programming languages, tools, and applications.

## Skills

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- Experience with Game Engines (**Unity, Unreal and Gamemaker**)
- High Proficiency in programming languages (**C# and C++**)
- Experience With Web Programming (**HTML, CSS, Javascript**)
- Experience with source control and project management tools (**Git, Github and Jira**)
- Experience deploying apps on **Android and WebGL**
- Experience with **Animation, Vfx and Shader Graphs**.
- Experience working in **Agile** work environments
- **Troubleshooting** and problem-solving
- Strong **team, communicative, interpersonal** skills and **self-motivated**

## Work Experience

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### Unity Game Developer

January 2021- Present

**Metavision Labs** – Toronto, Ontario

- Implemented features and game systems including Character, Camera and Controls.
- Worked closely with team to design and execute multiplayer features.
- Programmed and executed UI, menus and functionalities.
- Worked as a key part of an agile development team, taking responsibility for organizing and planning own work.
- Worked on serialization and retrieving game data using JSON.

### Unity Game Developer (Intern)

May 2020 - December 2020

**Dragon Slumber** – Montreal, Quebec

- Developed game systems, individual gameplay features, and player progressions.
- Complete UI functions based on the plan, requirements and schedule.
- Collaborated with team to create and implement innovative UI elements.
- Tested games, identified and debugged problems and bugs.
- Researched solutions for problems or points of interest which included the aspects of game development.

## 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, UI Programming, Web Programming, Artificial Intelligence

**Bachelor's of Technology:** Computer Science

May 2014 – 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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### **3D 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) ([Play Here](#))**

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.

### **Doodle Jump Clone (Gamedev Studio, GML, Arcade) ([Play Here](#))**

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

### **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.

### **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.