

Parva

✉ contact@parva.space

🌐 LinkedIn

🐙 Github

📁 Portfolio

Skills

- **Languages:** C, C++, C#, HTML, CSS, JavaScript, PHP, SQL
 - **Game Engines:** Unity, Unreal
 - **Tools & Technologies:** Git, Github, Photoshop, Illustrator, Figma
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Work Experience

V.Vidhya Institute, SME | Tech Support (Full Time, Sep 2023 - Present)

- As a Subject Matter Expert, I've been responsible for designing curriculum and developing content for various technical courses.
- Alongside, I have been also teaching fundamentals of programming, web development and game development to students of various backgrounds.
- To improve the workflow for internal team, I've been constantly managing the institute systems, developing the institute websites and projects, designing internal tools for a better learning experience for students.

Masala Games, Game Developer (Contract, Aug 2024 - Sep 2024)

- During my time at Masala Games, I got to work on Detective Dotson, a mystery adventure game, very closely in a small diverse team and experience the iterative design loop of game making.
- Developed systems for interactive environment sounds, dynamic emotion based character voices and added sound effects across the game for UI/UX, character interactions etc.
- Designed different arcs for quest system and implemented certain game mechanics here and there.

Black March Studios, Game Programmer (Full Time, Aug 2022 - Aug 2023)

- We worked on Crimson Tactics: The Rise of The White Banner, a turn-based tactical RPG and during my tenure shipped it on steam.
- In a free open environment, I got to work very closely with people across all the departments, involve in implementing features from early design to iterations to testing to final build and experience all aspects of the whole game making process.
- I was responsible for various systems across the game i.e. shop, try & buy, inventory, guild, stable, archive, party & mount management, game's UI/UX polishing, plus some gameplay features here and there.

Underdogs Studio, Game Programmer (Full Time, Jan 2022 - Aug 2022)

- Joining as a college intern and later full time, I worked on StoryPix project which is an interactive storytelling mobile platform.
- Majorly I was responsible for generating new content and polishing UI/UX.
- During the production cycle, I was involved at all stages i.e. early content design, development, QA working closely with game designers and artists.

Outscal, Game Developer (Apprenticeship, Sep 2021 - April 2022)

- Under Outscal's Full Stack Game Development program, I worked on advanced 2D & 3D game projects following major game industry standards, pipelines and practices.
- Got familiar with data structures and design patterns in game development.

Creative Multimedia, Game Developer (Apprenticeship, Jul 2020 - Jul 2021)

- Joining as a student intern, I made multiple 2D hypercasual games in Unity.
 - Implemented prototypes with core game mechanics for 3D games in Unity.
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Projects

Crimson Tactics:

 [Game Website](#)

- Implemented a complex shop with try & buy feature, inventory system, unit recruitment system for guild & stable sections
- Created a complete dynamic archive system to lock-unlock lore content based on story-arc progression and player choices
- Developed a mount management system and extended the party management system for integration of unit's class change and character dismissal system
- Added multiple gameplay features such as cutscene auto mode, gameplay speed options, water walk, mount death sequence etc. here and there across the game
- Responsible for whole game's UI/UX and polishing, asset management plus clean up

Space Invaders:

 [Source Code](#)  [Video](#)  [Download](#)



- A fast-paced Space Invaders game made using C++ & SFML following the core OOP principles and MVC design pattern with a cross-platform build process using CMake and automatic releases using Github actions
- Added various types of enemies with unique movements, bullets, powerup drops, damage effects and implemented different player special abilities

Pixel Adventure:

 [Source Code](#)  [Video](#)  [Play](#)

- Developed core 2D platformer mechanics, enemy AI (patrolling/shooting), and traps using Unity's physics and joints system.
- Implemented responsive UI/UX for health, collectibles, and game states, with a save system using PlayerPrefs.
- Built features like character selection, level management, checkpoints, and an Audio Manager (singleton pattern) for dynamic SFX and music.

Picto Word:

 [Source Code](#)  [Video](#)

- A picture-word puzzle game with database management through MySQL
- Locked-Unlocked level UI with responsive score UI

Education

B.tech in Electronics and Communication Engineering (Jul 2018 - Jul 2022)

Indian Institute of Information Technology, Surat

Interests

- Painting: Runner-up in state-level poster competition by ISRO Ahmedabad
- Sports: Handball champion (Khel Mahakumbh), college football team member
- Music: Champion in district-level folk-singing competition
- Drama: College dramatics club member, champion at city-level competitions
- Science: AIR 91 in Technothon (IIT-Kharagpur)

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