



Skills

- **Programming Languages:** C, C++, C#, Java
 - **Game Engines:** Unity, Unreal
 - **Version Control & Project Management:** Git, Github, Sourcetree, Bitbucket, Jira
 - **Frontend-WebDevelopment:** HTML, CSS, TailwindCSS, JavaScript, Figma
 - **Backend-WebDevelopment:** SQL, PHP, PostgreSQL
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Summary

I love observing the experienter & creating experiences by blending the artsy side of my right brain and the engineering side of my left brain.

Currently I'm learning & working in Game & Web domains.

Work Experience

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

- We worked on Crimson Tactics: The Rise of The White Banner, a 3D tactical role playing game and during my tenure shipped it on steam in early access.
- In an agile environment, I got to work very closely with people across all departments, got to involve in Implementing features from early design to final testing and experience all aspects of the whole game making process very closely.
- Because of CI/CD process, I ended up learning and writing scalable and modular code.
- I was responsible for game's UI/UX polishing, a complex shop and inventory system, guild and stable system, a dynamic archive system 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 game.
- 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 Programmer (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.

Creative Multimedia, Game Programmer (Internship, 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: [Project Link](#)

- Implemeted a complex shop, try & buy and inventory system
- Built a recruitment system, implemented guild and stable sections
- Created a dynamic archive system to lock-unlock content based on story-arc progression and player choices
- Developed a mount management system, extended the party management system and integrated a complex class change plus character dismissal system
- Resopnsible for game's UI/UX + polishing, asset management and clean up

StoryPix: [Project Link](#)

- Implemented basic game interactions, UI/UX and animations
- Handled QA of new generated content

2D Platformer: [Project Link](#)

- Use of Singleton Design Pattern in overall code architecture for better accessibility and structure
- Basic enemy AI for patrolling with Different states
- Responsive UI for player health, collectibles, gameplay buttons with sound for different actions

Pictoword: [Project Link](#)

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

TicTacToe: [Project Link](#)

- A Multiplayer game made by using unity's PUN plugin

Education

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

Indian Institute of Information Technology, Surat

Other Indulgences

- AIR 91 in Technothon organized by IIT-Kharagpur
- Runner up in a state level poster making competition organized by ISRO Ahmadabad
- Handball champion in Khel Mahakumbh at district level Surat, a member of college football team
- Singing champion in a district level competition

Updated on 15th November 2023