Parva

Observing, Creating

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

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.

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

Pixel Adventure: 🐙 [Source Code](#)   ▶ [Video](#)   👾 [Play](#)

- Basic 2D Platformer mechanics like movement, jump-extra jumps, attack, flipping, animations
- 2D patrolling and shooting AI for enemy
- Level Management with lock-unlock system
- Character selection screen with specific movement datas for each character

- Audio Manager to play sound effects and random background music on each level - based on singleton design pattern
- Responsive UI/UX for player's health, collectibles and game states i.e. win, gameover, pause
- Multiple traps based on Unity's physics & joints system
- Checkpoint system to respawn player based on latest crossed checkpoint
- Simple save system to keep track of levels, scores, collectibles etc - using PlayerPrefs

PictoWord: [Source Code](#)   [Video](#)
- A picture-word puzzle game with database management through MySQL
- Locked-Unlocked level UI with responsive score UI

TicTacToe: [Source Code](#)
- A Multiplayer tictactoe game made by using unity's PUN plugin

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Education

B.tech in Electronics and Communication Engineering (Jul 2018 - Jul 2022)
Indian Institute of Information Technology, Surat

Interests

- (Painting) Runner up in a state level poster making competition organized by ISRO Ahmedabad
- (Sports) Handball champion in Khel Mahakumbh at district level, A member of college Football team
- (Music) Singing champion in a district level competition
- (Drama) A member of college dramatics club, involved in drama competitions at school & city level during school period
- (Science) AIR 91 in Technothlon organized by IIT-Kharagpur

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