



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

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 the departments, involve in implementing features from early design to final testing and experience all aspects of the whole game making process.
- Because of CI/CD process, I ended up learning and writing scalable and modular code.
- I was responsible for game's UI/UX polishing, various systems across the game i.e. shop, try & buy, inventory, guild, stable, archive, party & mount management 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 in game development.

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.

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 and extended the party management system for integration of complex class change and character dismissal system

- Added 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

StoryPix: [Project Link](#)

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

2D Platformer: [Project Link](#)

- Basic 2D Platformer mechanics like movement, variable jumping, attack, flipping, animations
- 2D patrolling and shooting AI for enemy
- Levels unlocking system
- Customizable collectibles
- Responsive UI/UX for player's health, collectibles and game states i.e. win, pause

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

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