Professional Experience

June 2023 - Present

Game Developer L2
Rendered Ideas, Mumbai

Achievements & Tasks:-

1. Developed intricate gameplay systems in Unity 3D using C#, contributing to the overall gaming experience.

2. Implemented numerous gameplay systems from the ground up, showcasing a strong ability to conceptualize and execute complex functionalities.

3. Utilized Tortoise Git as a Source Tree for version control, ensuring seamless collaboration and efficient code management.

4. Demonstrated proficiency in optimizing game elements, contributing to a smoother and more responsive gaming experience.

May 2022 - June 2023

Game Developer
Avataris(Remote Work), Austria

Achievements & Tasks:-

1. Creating Gameplay Systems in Unity3D and C#.

2. In charge of debugging for the same platform.

3. Using Tortoise Git as Source Tree.

4. UI, bugs fix, Optimization, and, HD Render Pipeline.

July 2021 - April 2022

Game Developer
GoodSleep(Remote Work)

Achievements And Tasks:-

1. Create VR Controller

2. Procedural 3D Maze Spawn Mechanics

3. Implementing Photon for Multiplayer

4. VR Grabbing Mechanics

5. Multiplayer Synchronization

6. Enemy AI

7. Enemy Behaviour Multiplayer Synchronization

8. Winning / Losing Mechanics

9. Joining/Creating Room

10. VR User Interface

11. Fixing Bugs

12. Audio Implementation

March 2021 - June 2021

Game Developer
Freelancer(Remote Work, Netherlands)

Achievements And Tasks:-

Nikhil Mane

Game Developer

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manenikhil1234@gmail.com
+919307489682
LinkedIn:
www.linkedin.com/in/nikk0323
Portfolio :
https://nikk2307.github.io/MyWebsite.github.io/

I'm an Innovative, knowledgeable, and detail-oriented Game programmer who offers well-developed analytical skills and an important ability to remain calm in stressful situations. I currently have 4 years of experience in Unity and 2 years in Unreal engine and I love to play games and get in-depth programming. I love to figure out how the mechanics would have been made when I play any games and try to recreate the code.

Key Skills

3 Languages :- English, Hindi, Marathi

C# Programming

Unity Engine

Source Controls :- Github, Tortoise Git
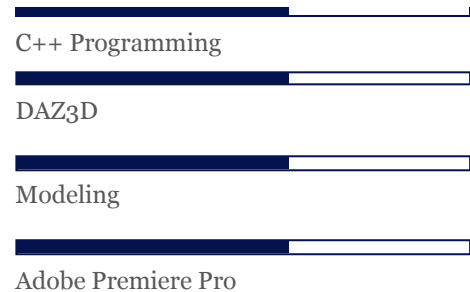
Unreal Engine

Photon Engine

After Effects

Blender

HTML5

Rigging

1. Create FPS System

2. Fixing Bugs

3. Optimizing Project

4. Parkour Mechanics

C++ Programming

DAZ3D

Modeling

Adobe Premiere Pro

Education

July 2019 - June 2022

Bachelor of Computer Applications in Game And Mobile Apps Development

Seamedu School of Pro-Expressionism, Baner, Pune

July 2017 - July 2019

Junior College in Science Stream

Sinhgad Technical Education Society, Pune, India