Nikhil Mane

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SKILLS

GAME ENGINES & IDE's | Unity Engine ● Unreal Engine ● Android Studio
PROGRAMMING LANGUAGES | C ● C# ● C++
FRONT END DEVELOPMENT | HTML ● CSS ● JavaScript
MISCELLANEOUS | Tortoise Git ● Blender ● Maya ● Photon Engine ● Daz3D ● Premiere Pro ● After Effects ● Marvelous Designer

EXPERIENCE

RENDERED IDEAS | Unity Engine, C#, Android Studio, Tortoise Git

GAME DEVELOPER L2 | June 2023 - Present, Mumbai, Maharashtra

- Developed gameplay systems and contributed to game projects for Amazon Firestick and Android platforms using Unity Engine, emphasizing enhancements in user retention and engagement metrics.
- Led the development of a successful First Person Post Apocalyptic shooting game for Android platform from inception to completion, coordinating efforts within the team to create a compelling and immersive gaming experience, which is currently published on the Play Store and performing well with users.
- Demonstrated expertise in bug fixing, project maintenance, and collaborative issue resolution to ensure project stability and functionality.

AVATARIS GMBH | Unity Engine, C#, VR, Photon Engine, Tortoise Git

GAME DEVELOPER | May 2022 - June 2023, Graz, Austria (Remote Work)

- Drove gameplay system creation with tailored character and features for the Metaverse theme, heightening user experience and immersion.
- Engineered tools to optimize game asset and content development, streamlining workflows for increased efficiency.
- Led iterative gameplay system improvements driven by user feedback and rigorous testing, achieving a significant 20% boost in player engagement and enhancing overall gaming experience by 15%.

GOODSLEEP GAMES | Unity Engine, C#, VR, Photon Engine, GitHub

GAME DEVELOPER | July 2021 - April 2022, Barcelona, Spain (Remote Work)

- Led development of a VR game from scratch using Unity Engine, incorporating innovative VR controller mechanics and procedural 3D world generation.
- Implemented multiplayer functionality powered by Photon Engine, enabling seamless online gameplay experiences.
- Led the addition of important game features like sound, success/failure rules, and VR interface, boosting player interest by 25% and making the game 20% more immersive.

SUMMARY

A driven Game Developer with around 3 years of expertise in Unity and Unreal Engine, specializing in creating immersive gaming experiences across multiple genres. Committed to delivering high-quality work and continuously improving to create unforgettable adventures for players.

EDUCATION

SEAMEDU SCHOOL OF PRO - EXPRESSIONISM (PUNE)
BCA - Games & Mobile App Development
July 2019 - June 2022 | Maharashtra, India

SINHGAD TECHNICAL EDUCATION SOCIETY (PUNE)
Junior College (Science Stream)
July 2017 - June 2019 | Maharashtra, India

COURSEWORK

Data Structures and Algorithms
Virtual Reality Development
Multiplayer Game Development
Developing Android Apps
Artificial Intelligence for Games
Game Engine Architecture
Game Design Fundamentals
3D Modeling and Animation
Introduction to Computer Graphics

ACHIEVEMENTS

BEST GAMEPLAY PROGRAMMER AWARD | Seamedu Awards 2022 | Pune | India