Nikhil Mane

Game Developer

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Portfolio : https://nikk2307.github.io/MyWebsite.github.io/

Professional Experience

May 2022 - Present	**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
13. Multiplayer Voice chat
14. Optimizing Project

March 2021 - June 2021 — **Game Developer**

Freelancer(Remote Work, Netherlands)

Achievements And Tasks:-
1. Create FPS System
2. Fixing Bugs
3. Optimizing Project
4. Parkour Mechanics

Education

July 2017 - July 2019 — **Junior College in Science Stream**

Sinhgad Technical Education Society at Pune, India

July 2019 - June 2022 — **Bachelor of Computer Applications in Game And Mobile Apps Development**

Seamedu School of Pro-Expressionism at Baner, Pune

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

C++ Programming

DAZ3D

Modeling

Adobe Premiere Pro