

Professional Experience

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

July 2021 -
Present

Game Programmer, Multiplayer Programmer

GoodSleep Company(Remote Work, Spain)

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

Education

June 2017 -
July 2019

Junior College in Science Stream

Sinhgad Technical Education Society at Pune, India

July 2019 -
Present

BCA in Game And Mobile Apps Development

Seamedu School of Pro-Expressionism at Baner, Pune

3 Years Degree Course, Will be complete in July 2022

Certifications

August 2021

Blender Rigging & Animating Course(Udemy)

October 2021

Unity Engine-Animation Workflow(Udemy)

January 2022

Introduction to VR (Udemy)

Nikhil Mane

Game Developer

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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

Github

Unreal Engine

Photon Engine

After Effects

Blender

HTML5

Rigging

C++ Programming

DAZ3D

Modeling

Adobe Premiere Pro