Pratham Goyal

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EDUCATION

THOMPSON RIVERS UNIVERSITY
Diploma in Computer Science
Grad. Sept 2022 | Kamloops, BC

RUKHMANI DEVI SR. SECONDARY COLLEGIATE
Grad. May 2017 | Patiala, India

LINKS

Github:// **Pratham9**
LinkedIn:// **prathamgoyal**
Itch.io: // **Oto-san**
Twitter: // **goyalperry**

COURSEWORK

UNDERGRADUATE
Data Structures and Algorithms
Software Architecture & Design
Game Design & Development*
Advanced Web Design & Programming*
Mobile App Development*
Human-Computer Interaction
Database Systems
Career Management
*(Teaching Asst *)*

POST-GRADUATE
Full-Time Game Dev - Thomas Brush
Complete C# Masterclass - Denis Panjuta
Introduction to C# Programming & Unity
- University of Colorado System

SKILLS

PROGRAMMING
Expert:
C# • Java • PowerShell • Googling
Confident:
C • Python • CSS • PHP • MySQL
• JavaScript
Familiar:
Dart • Android

EXPERIENCE

THE DAWSON GROUP | Systems Administrator
Jan 2022 - Sept 2022 | Kamloops, BC
- Boosted team productivity **saving 200 hours** a year via automation of IT onboards using FreshService features, **PowerShell**, and **Python**.
- Implemented a data manipulation pipeline and cleanup query using **Power Query saving 4 hours each week** for the Payroll team.
- Piloted an employee onboarding system which on implementation will be a better experience for support services and new employees, made Project Charter, **Documentation**, and got Stakeholder acceptance via Showcase of a **Technical Demo**.
- Conducted phishing simulation and set up **security awareness training** for vulnerable employees, leading to a decrease in phish-prone users by **85%**.
- Administered ITSM/ticketing system, **Azure/Active Directories**, VoIP Console, Digital Signage, and managed Mobility Portal. Used to **resolve user problems** and enabled people across the organization to work better.

BUBBLE TIME TEA & CAFE | Website Technology Consultant
Jan 2021 – Apr 2021 | Kamloops, BC
- Worked on a high-fidelity website **Proof of Concept** in **HTML, CSS, Bootstrap, and JavaScript** for online business identity with online ordering support.
- Implemented a Web application, Deployed using **Git**.io to enabled user accounts login via **MySQL** back-end.
- Conducted usability testing and **Optimized User Interface** for mobile devices improving by **70%** over original design.

TECHNICAL PROJECTS

METAMORPHING | Design & Development Lead
Oct 2022 – Present
Taking my first step into the world of indie game development with this Project.
- Tools: **Unity**, Blender, Audacity, GIMP, Trello, GitKraken, **Visual Studio**
- 3D Game with a goal to build a self-sustaining system by upgrading/terraforming the planet, while dealing with external dangers of the universe.

BUBBLERIO | Technical Lead
Sept 2020 – Dec 2020
- **Technical Lead** for a team of four, tasked to make a theme-based game for the final project of the **game development** course. Fast-paced 2D precision platformer inspired by Celeste and Hollow Knight created in **Unity** using **C#**.
- Designed levels, implemented player mechanics, and optimized playability. Also added enemies coded using **pathfinding algorithms** in **C#**.
- Used **scrum agile methodology**, daily morning stand-ups, weekly sprint planning, and sprint review and retrospective.
- Source Control Managed using **GitHub** & Project management using Trello.

ADDITIONAL INFORMATION

- Volunteered for United Way Campaign and helped paint the local Food Hub Project Storefront.
- Organized the Global Game Jam for the 3rd time at TRU which involved getting funding, **event planning**, and execution.
- Promoted to **President** of the **Game Development Club** and set up a board to advance club activities.
- Currently preparing for **AWS Certified Developer** Associate.