

Rahul Bilimoria

Game Developer

rahulbilimoria1@gmail.com
rahulbilimoria.me
github.com/RahulBilimoria
linkedin.com/in/rahul-bilimoria

EXPERIENCE

TELUS, Toronto — *Specialized Solution Delivery & Support*

MAY 2021 - PRESENT

Managed orders received and assigned them to technicians

Consulted with clients to ensure work delivered on time

TELUS, Toronto — *Systems Analyst*

MAY 2019 - DECEMBER 2020

Gathered information & documented assets / services of work completed on site.

Summarized gathered information for billing records to be updated.

PROJECTS

Pokémon Cyrus — *Java*

Custom built engine on top of base Java canvas

Functioning turn-based battle system with basic AI

Event system enabling core features of Pokémon RPGs

Developed in-game support tools to assist world building

Responsive UI interacting with systems in-game

Virtual Reality Escape Room — *Unity, C#*

Multi-stage puzzles with interact-able physic based items

Blender used to create in-game models

Bounce — *Unity, C#*

Released on the Google Play Store

EDUCATION

Ryerson University, Toronto — *Computer Science (Honours)*

Graduated with minor in Mathematics

Languages

Java

C#

Skills

Game Development

Object-Oriented
Programming

Level-Design

Scripting

Unity 2D/3D

SteamVR

OpenGL

Git/GitHub

Soft Skills

Problem Solving

Communication

Teamwork

Detail-Oriented

Quick-Learner