

Abhishek Dalvi

Video Game Developer

Details:

Unit 2, 1567 Allen Place,
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Skills

Proficient in C++, OpenGL, GLSL, C#, Unreal Engine, Unity3D, Adobe Photoshop and Blender.

Interests

- Engine Tools Programming
 - Gameplay Systems
 - Graphic Programming
 - UI Programming
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Experience

Fanshawe College / Esports Content Creator

September 2023 - Present, London, Ontario, Canada

- Creating content for FUEL Esports
 - Making posters and promotional content using photoshop
 - Helping gamers to their gaming stations
 - Working as a tech support for LANs and Twitch livestreams

Fanshawe College / Research Assistant

August 2023- November 2023, London, Ontario, Canada

- Worked on ML project to predict polymer properties
 - Researched ways to scrape data from web databases
 - Created algorithms to predict properties based on SMILES strings.
 - Created prediction logic using Rule of mixtures

Pixeltek Game Solutions / VR Programmer

July 2019 - July 2023, Mumbai, Maharashtra, India

- Led a team to create a Virtual Fashion Experience
 - Real Time cloth editing, patterns and colors of clothes.
 - Real Time cloth simulation for different types of fabrics.
 - AI behavior trees for virtual models to walk the ramp.

Education

Fanshawe College / User Experience Design

2024 - 2025 , London, Ontario, Canada

Learning about the Human Aspect of User design by performing User interviews and Tree-testing on user data.

Learning Figma to create UI Designs based on the gathered feedback from user journey maps and empathy maps.

Fanshawe College / Game Development : Advanced Programming

2023 - 2024, London, Ontario, Canada

Created a custom Game Engine from scratch using C++ , and Open-GL.

Implemented Custom Shader Compiler with ability to read #includes in .glsl files

Implemented PBR lighting and Bullet Physics system

Created a Navigation mesh system from scratch and pathfinding using AStar.

FXSchool / Diploma in Game Design

2017 - 2018, Mumbai, Maharashtra, India

Studied about the entire pipeline in Video game production, starting from concept art creation till the release of the game.

[BRUNE : A First Person Adventure](#)

University of Mumbai / B.E. Computer Engineering

2015 - 2019, Mumbai, Maharashtra, India

Worked on creating an Electric circuit simulation in Unreal Engine as the final year project.