

Satyam Shah *Game Developer*

✉ adanbarnett114@gmail.com

📍 Calgary, Canada

📅 1999/06/30

Profile

Greetings! I am a Game developer having around 6 years of experience in developing and implementing Unity, Cocos Creator and Pixi-based games and applications. Proficient in C# programming, game design, and optimization techniques. Proven ability to work collaboratively with cross-functional teams to deliver high-quality products on time and within budget. Seeking a challenging position in Cocos Creator and Unity development.

Professional Experience

2022/04

Freelancer

- Proficiency in developing various types of gambling games such as slots, poker, roulette, and blackjack.
- Extensive knowledge of casino game mechanics, including game rules, payouts, and player interactions.
- Expertise in integrating blockchain technology into games, providing transparent and secure transactions for players.
- Experience in developing smart contracts and utilizing blockchain platforms such as Ethereum or EOS.
- Familiarity with cryptocurrency integration, allowing players to use digital currencies for in-game transactions.
- Understanding of provably fair algorithms and random number generation (RNG) techniques for ensuring fairness in gambling games.
- Compliance with legal and regulatory requirements in the gambling industry.
- Utilized Pixi.js to create a visually captivating 2D platformer with smooth animations, particles, and interactive environments.
- Leveraged Phaser, a Pixi.js framework, to develop a multiplayer tower defense game with intricate levels, strategic mechanics, and real-time multiplayer interactions.

2019/07 – 2022/03

Cambridge, Canada

Unity and Cocos Creator Game Developer

Devlux Software Studio & Startup Ventures Private

- Strong knowledge of Unity3D, including scripting, materials/shaders, and Unity GUI.
- Expertise in Unity3D Pro, including building asset bundles for optimized game performance.
- Multi-platform game development using Cocos Creator and Cocos2d-x, including WebGL.
- Collaborating closely with artists and designers to bring creative visions to life.
- Shipping consumer products across various platforms with a focus on compatibility and optimization.
- Assisting in the architecture of a new game engine, gaining a deep understanding of game development principles and solving technical challenges.
- Developed a realistic FPS game on Roblox with advanced shooting mechanics, dynamic environments, competitive multiplayer, and a robust progression system.
- Utilized Godot to create a procedurally generated open-world survival game with crafting, dynamic weather, and AI-driven ecosystems, showcasing flexibility and scripting capabilities.

2017/03 – 2019/06

Charlottetown, Canada

P2E Game Developer

Galan

- Integrating Smart Contract to Unity by Moralis
- API creation / management
- Use Online Game Server Engine such as SFS, Photon, KBE engine etc.
- Familiar with NFT Online Game development by Smart Contract and Web3

- Source code management in a collaborative environment quickly learn complex systems and new technologies

Education

2018 – 2022
Dhulikhel, Nepal

Bachelor of Computer Science
Kathmandu University

Skills

Unity	● ● ● ● ●	C/C++	● ● ● ● ●
SmatFoxServer	● ● ● ● ●	C#	● ● ● ● ●
Java	● ● ● ● ●	Cocos Creator	● ● ● ● ●
Python	● ● ● ● ●	Cocos2dx	● ● ● ● ●
Javascript	● ● ● ● ●	Node JS	● ● ● ● ●
WebGL	● ● ● ● ●	Photon	● ● ● ● ●
World Machine	● ● ● ● ●	TypeScript	● ● ● ● ●
KBEngine	● ● ● ● ●	Solidity	● ● ● ● ●
DevOps	● ● ● ● ●	React Native	● ● ● ● ●
Docker	● ● ● ● ●	ReactJS	● ● ● ● ●
GraphQL	● ● ● ● ●	Rust	● ● ● ● ●
Golang	● ● ● ● ●	Socket io	● ● ● ● ●

Languages

- English