

SIBASIS RATH

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SKILLS

- **Programming Languages** : C++, C#
- **Design Patterns** : Dependency Injection, MVC, Service Locator, Observer, Object Pooling, Command pattern, State machine
- **Game Engine** : Unity ([Unity Essentials](#) , [Unity Junior Programmer](#))
- **Others** : Graphics designing (Silver Medal in Graphics Designing, Odisha Skills 2021)

PROJECTS

Hunter Assassin:

[Github](#) [Playable](#)

- The Objective is to help your character to kill all enemies present in a level to win the level.
- Using **Generic State machine** enemies of **patrol, teleport, clone** types can execute actions like patrolling, chasing, attacking, and teleporting based on the current game state and player's proximity.
- As the level increases the difficulties increases, that makes the game challenging.

Command Tactics:

[Github](#) [Playable](#)

- Developed a **turn-based combat strategy game** incorporating the **Command pattern**, allowing players to execute various actions with their unique set of characters.
- Implemented an **undo and replay feature**, enhancing the player's strategic decision-making and overall gameplay experience.
- Designed and balanced four distinct character classes, each with a **unique set of abilities**, promoting strategic depth and player engagement.

Co-po Snake 2d:

[Github](#) [Playable](#)

- Developed a classic snake game with features like different food types affecting growth, power-ups for speed and temporary immortality, and multiple game modes.
- Created two versions of collision detection: one utilizing **Unity's 2D physics engine**, and another employing **custom data structures and vector math** for enhanced performance and flexibility.
- Designed and implemented **visually appealing graphics**, enhancing the game's overall aesthetic and **user experience**.

Side System for Games: (Chest system)

[Github](#) [Playable](#)

- Developed a chest system inspired by **Clash Royale**, incorporating **Dependency Injection, MVC architecture, state machine** to manage chest states and **command pattern** for undo feature.
- Implemented core features like random chest generation, queued opening, gem-based unlocking, and an undo feature.
- Designed and implemented a user-friendly interface using **Unity's UI Grid System**, facilitating intuitive interaction with the chest system.

EDUCATION

Full Stack Game Development, Outscal

Oct 2023 - Sep 2024

- Relevant Skills related to game development, Hands on projects, multiple assessments and technical interviews helped me to grow as a game developer.

Bachelor of Technology In Computer Science Engineering

Aug 2018 - may 2022

C.V. Raman Global University

- I got introduced to different technologies, developed a programming mind, logic building, debugging.