

# Souvik Sardar *Game Programmer*

✉ [souviksardar16@gmail.com](mailto:souviksardar16@gmail.com)

☎ 9732288155

📍 South 24 Parganas, WB

in <https://www.linkedin.com/in/souvik-sardar-6011a2224/>

🔗 <https://github.com/Souvik12345678>

🖱 <https://souvik12345678.github.io/MyWebsite/>



Hi! I am Souvik Sardar a junior game developer with a passion for the industry, I bring years of experience developing games since high school. I have a strong foundation in programming languages such as C, C++, C#, with a focus on gameplay programming. I am experienced with Cocos2d-x and Unity game engine and have a deep understanding of game development fundamentals.

## 🧠 Skills

### Programming Languages

C, C++, C#, Python

### Game Engines

Cocos2d-x, Unity

### IDE

Visual Studio, Android Studio

### Others

SQL, HTML, CSS, PHP, Github, GIMP

## 🔗 Personal Projects

### BASE DEFENCE, *A 2d topdown real-time strategy game*

Links | [Github](#) | [Itch.io](#)

- Developed a game based on Age Of War in **Unity**.
- Use of Finite State Machines (FSM) in Tank and Artillery AI.
- Use of virtual currency to buy Tanks and Artilleries and enemy wave system.
- Use of different tank sound effects.

### CRAZY COPS, *Top down car chase*

Links | [Github](#) | [Itch.io](#)

- Implemented a 2d car controller with realistic engine torque curves in **Unity**.
- Implement basic cop car AI that chases, surrounds and blocks player car from moving and also arrest.
- Used **Tilemaps** for cities and road.

### BALANCE THE BALL, *Casual*

Playstore [link](#)

- Designed and developed a casual game where you have a red ball and you have balance it on a seesaw.
- Used **Cocos2dx** framework and **C++** language for development.
- Used **Android Studio** for porting to android platform.

### SHAPE EDITOR, *Box2d shape editor tool*

Github [link](#)

- Written completely from scratch with **C++** and **Cocos2dx** framework.
- Integrated **Box2d** runtime for testing.
- Completely redesign the UI.
- Redesign internal logic and workings some design patterns and architecture followed from the original editor's source code.

## 🎓 Education

**IT A Level**, National Institute of Electronics and Information Technology (NIELIT)

2021 – present

Advanced Diploma Course in Computer Application.

**IT O Level**, National Institute of Electronics and Information Technology (NIELIT)

2018 – 2020

Foundation Level Course in Computer Applications.

**Higher Secondary**, Dakshin Barasat S.A. High School

2018

## 🎯 Interests

Sci-Fi Movies, Books, Biographies, Tinkering with electronics.