

Subit Dhakal

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Career Objective

I am a highly passionate game developer always willing to do something better in the field of Game Development by taking on new challenges to push my limits to gain more experiences and I am always committed to giving something back to my company using my knowledge and skills gathered over the course of learning so far.

Education

BSc.CSIT , Texas International College, Tribhuvan University , Kathmandu , Nepal, 2017 - 2021

Work Experience

• AI OCTAGON IT Services Co. LLC. (2024 AD - Present), Dubai , UAE

Working as a senior game developer in multiple 2D game projects especially expertise in slot games.

• Octagon Infotech (2023 AD - 2024 AD), Kathmandu, Nepal

Worked as a senior game developer in multiple game projects especially expertise in slot games.

• Paracosma Nepal Pvt Ltd (2021 AD - 2023 AD)

Worked as a VR game developer at US based company Paracosma. Worked on Oculus Integration, 3D Games, Models, Roblox , Unity Lighting.

[Paracosma Experience Letter](#)

• Anka Ek (2020 AD - 2021 AD)

Started my game development career by developing board games i.e Orange Carrom , Orange Ludo

[Anka Ek Experience Letter](#)

Projects

1. Orange Carrom

-> Orange Carrom is a carrom board game developed in Unity Game Engine. In this project I worked as a main developer..

Link:

[Orange Carrom](#)

2. Orange Ludo

-> Orange Ludo is an online multiplayer Ludo game. In this project I worked as a game programmer and in game mechanics.

Link:

[Orange Ludo](#)

3. DARTSLIVE TV

-> Dartslive TV is a video streaming application made with unity. This project is a Japanese company's project and I worked as a Lead Developer while working at Paracosma.

Link :

[DARTSLIVE TV](#)

4. Squid Game

-> Developed a squid game's games in roblox game studio.

Link:

[Squid Game](#)

Skills

1. Unity
2. Roblox
3. Unity Virtual Reality Development
4. C#
5. Lua
6. Photon

My projects Link

<https://github.com/SubitDhakal>