

### CONTACT

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### CAREER OBJECTIVE

I'm Subit Dhakal, a game developer with 4+ years of experience in 2D, 3D, mobile, and VR development. I have worked on projects ranging from VR simulations to video streaming applications, with a strong focus on innovation, learning, and creating engaging user experiences.

### PROFESSIONAL EXPERIENCE

#### **Certified TOT trainer in Game Development and Design (March 2025 – June 2025), Gelephu, Bhutan**

- Lead trainer in Unity Game Development in Gelephu, Bhutan, mentoring young developers through hands-on, project-based learning.
- Passionate about growing the local game dev scene through teaching, community building, and mentorship

#### **AI OCTAGON IT Services Co. LLC. (Dec 2023 – Dec 2024 AD ), Dubai , UAE**

- Worked on client based **Unreal Game Engine** Projects.
- Senior Game Developer , worked on multiple games 2D, 3D , Board games.
- Expertise in slot games development
- Played a pivotal role in numerous tasks like in-app update of games.
- Continuous collaboration with clients requirements and meeting their requirements.

#### **Octagon Infotech (Apr 2023 AD – Dec 2023 AD ), Kathmandu, Nepal**

- Designed and implemented **3D Unreal Engine** game Projects basically eCommerce store project.
- Designed and implemented slot game mechanics and features, ensuring a smooth and engaging user experience.
- Developed multiple hyper-casual games, ensuring easy-to-learn mechanics and addictive gameplay loops.

#### **Paracosma Nepal Pvt Ltd (Nov 2021 AD – Mar 2023 AD) , Kathmandu, Nepal**

- Worked on Paracosma Nepal Pvt Ltd which is wholly owned subsidiary of Paracosma Inc. based in California , USA.
- Led the development of VR training modules for industries like healthcare, manufacturing, or education, improving learning outcomes through interactive and engaging experiences.

#### **Anka Ek (Oct 2020 AD – Nov 2021 AD) , Kathmandu, Nepal**

- Created interactive and visually appealing game features for traditional board games, ensuring smooth gameplay flow and rule implementation.
  - Designed and developed 2D board games, such as Orange Carrom and Orange Ludo, focusing on intuitive game mechanics, user interface, and engaging gameplay experiences.
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## PROJECTS

### PuzzleSurvial Unreal

An **Unreal Game** project work solely. Its an puzzle solving game need to do task and reach to the final location.

### Last Standing

An **Unreal Game** project work with teams. Its an survival last standing game

### War:The Conquer

War : The Conquer is a solely developed indie game based on the unification campaign of Nepal.

### BallSort : Puzzle

BallSort – Puzzle is a solely developed indie game, it is color sorting puzzle game with vibrant colors, soothing animations and relaxing music.

### DARTSLIVE TV

Worked as the Lead Developer for DARTSLIVE TV, a video streaming platform offering darts content for all skill levels, from professional tournaments to intermediate games.

### Orange Carrom

Led the development of Orange Carrom Game, a 2D digital version of the classic board game

### Orange Ludo

worked on the development of Orange Ludo, focusing on designing and implementing the game mechanics to ensure smooth gameplay and a seamless user experience.

### Squid Game

Developed a squid game's games in Roblox game studio.

## EDUCATION

**Texas International College | 2017 – 2022**

**Mitrapark, Kathmandu, Nepal**

Bachelor of Science in Computer Science and Information Technology

**Shree Durgalaxmi Higher Secondary School | 2015 – 2017**

**Attariya, Kailali, Nepal**

+2 Science

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## SKILLS

**Unreal Game Engine**

**2D , 3D Cross Platform Game Development**

**Unity Scripting API**

**C#**

**C++ and Blueprints**

**Unity Socket Programming**

**Unity VR Game Development**

**Roblox**

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