

CONTACT	<div>Phone: +977 9869855841</div> <div>Email: subitdhakal1999@gmail.com</div> <div>Address: Baneshwor, Kathmandu, Nepal</div> <div>Portfolio: www.subitdhakal.com.np</div>
CAREER OBJECTIVE	<p>I'm Subit Dhakal, a passionate game developer with 4+ years of experience in 2D, 3D, mobile, and VR game development. I've worked on a variety of projects, including VR simulations and video streaming applications using game engines. Always eager to learn and grow, I thrive on exploring new technologies and creating innovative, engaging experiences.</p>
PROFESSIONAL EXPERIENCE	<div><div>Certified TOT trainer in Game Development and Design (March 2025 – June 2025), Gelephu, Bhutan</div><div><ul style="list-style-type: none">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</div></div> <div><div>AI OCTAGON IT Services Co. LLC. (Dec 2023 – Dec 2024 AD), Dubai , UAE</div><div><ul style="list-style-type: none">Senior Game Developer , worked on multiple games 2D, 3D , Board games.Expertise in slot games developmentPlayed a pivotal role in numerous tasks like in-app update of games.Continuous collaboration with clients requirements and meeting their requirements.</div></div> <div><div>Octagon Infotech (Apr 2023 AD – Dec 2023 AD), Kathmandu, Nepal</div><div><ul style="list-style-type: none">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.</div></div> <div><div>Paracosma Nepal Pvt Ltd (Nov 2021 AD – Mar 2023 AD) , Kathmandu, Nepal</div><div><ul style="list-style-type: none">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.</div></div> <div><div>Anka Ek (Oct 2020 AD – Nov 2021 AD) , Kathmandu, Nepal</div><div><ul style="list-style-type: none">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.</div></div>

PROJECTS

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

SKILLS

2D , 3D Cross Platform Game Development

Unity Scripting API

C#

Unity Socket Programming

Unity VR Game Development

Roblox Basics
