

CONTACT	<div><div>Phone: +977 9869855841</div><div>Email: subitdhakal1999@gmail.com</div></div> <div><div>Address: Baneshwor, Kathmandu, Nepal</div><div>Portfolio: www.subitdhakal.com.np</div></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 – Present), Gelephu, Bhutan</div><div><ul style="list-style-type: none"><li>Lead trainer in Unity Game Development in Gelephu, Bhutan, mentoring young developers through hands-on, project-based learning.</li><li>Passionate about growing the local game dev scene through teaching, community building, and mentorship</li></ul></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"><li>Senior Game Developer , worked on multiple games 2D, 3D , Board games.</li><li>Expertise in slot games development</li><li>Played a pivotal role in numerous tasks like in-app update of games.</li><li>Continuous collaboration with clients requirements and meeting their requirements.</li></ul></div></div> <div><div>Octagon Infotech (Apr 2023 AD – Dec 2023 AD ), Kathmandu, Nepal</div><div><ul style="list-style-type: none"><li>Designed and implemented slot game mechanics and features, ensuring a smooth and engaging user experience.</li><li>Developed multiple hyper-casual games, ensuring easy-to-learn mechanics and addictive gameplay loops.</li></ul></div></div> <div><div>Paracosma Nepal Pvt Ltd (Nov 2021 AD – Mar 2023 AD) , Kathmandu, Nepal</div><div><ul style="list-style-type: none"><li>Worked on Paracosma Nepal Pvt Ltd which is wholly owned subsidiary of Paracosma Inc. based in California , USA.</li><li>Led the development of VR training modules for industries like healthcare, manufacturing, or education, improving learning outcomes through interactive and engaging experiences.</li></ul></div></div> <div><div>Anka Ek (Oct 2020 AD – Nov 2021 AD) , Kathmandu, Nepal</div><div><ul style="list-style-type: none"><li>Created interactive and visually appealing game features for traditional board games, ensuring smooth gameplay flow and rule implementation.</li><li>Designed and developed 2D board games, such as Orange Carrom and Orange Ludo, focusing on intuitive game mechanics, user interface, and engaging gameplay experiences.</li></ul></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

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## SKILLS

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

**Unity Scripting API**

**C#**

**Unity Socket Programming**

**Unity VR Game Development**

**Roblox Basics**

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