Spandan Patel

Game Programmer, Software Developer

CAREER OBJECTIVE

An aspiring Gameplay Programmer who loves creating different mechanics of games. An enthusiasm in math, programming and creativity is the reason to choose Game Developer as career option.

EDUCATION

Game Programming Fast-Track – Advanced Diploma (Current-W2021)

Centennial College, Toronto, Canada

Computer Engineering – Bachelor of Engineering   (2015-2019)

LDRP Institute of Technology and Research, Gandhinagar, India

PROJECTS

E-COMMERCE WEBSITE   (March, 2021)
- Developed an e-commerce website for customer to view and purchase items online, and added other admin behaviors like adding items, changing price/available stock of items, deleting items using node.js, express.js, html, CSS, JavaScript

LIVE AHMEDABAD   (April, 2019)
- Developed a website for system of traffic management, crowd monitoring, live streams of religious places, parking management and complain management
- Using technology like Image Processing, OCR (Optical character recognition), Google Maps, Streaming Cloud Service and Database with the help of Python, OpenCV, Google Maps APIs, Wowza Streaming Engine, SQLite and Flask to make whole system

MUSIC RECOMMENDSTION SYSTEM   (January, 2019)
- Used Machine Learning approach (Popularity Based and Collaborative Based Filtering) to recommend users new songs based on their taste in music using Python and Pandas
- Used a Software Engineering approach for Project Report

HOSTEL SELECTION PORTAL   (April, 2018)
- A dynamic Website for the Admission in hostel and selection of accommodation type by using the grades and home location of a student using Google Maps API and custom algorithms

CONTACT

Email:
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Website:
https://th3m3ss1.github.io/

TECHNICAL SKILLS

Programming Languages:
C++, C#, Python, Java

Software:
Unreal Engine, Unity Engine, Blender, Photoshop

Development Technology:
Visual Studio, Github, Trello