## Raj Shah

**Address:** Miami, FL
**Contact Details:** +1 407-607-5914 | **Email Id:** rvshah269@gmail.com | **LinkedIn:** Raj Shah | **Portfolio:** GitHub
**Visa Status:** OPT

## Objective

Experienced, talented, passionate, multi technologies project skills software developer looking for an opportunity.

## Educational Qualification

| Degree | Institution | Year |
|---|---|---|
| Master of Science in Game Design | Full Sail University | 2020 |
| Bachelor of Technology (Computer Science) | University of Mumbai | 2019 |

## Technical Skills

1. **Languages and Scripts:** C, C++, C#, Java, JavaScript, Python, Android, Shell Scripting
2. **Task Management:** Jira, Trello, Asana
3. **Server/Client Framework:** Java 1.8, .NET framework 4.6.*, Bootstrap v3.4.1, React 17.*, Angular 9
4. **Web Designing:** HTML5, CSS 3, JavaScript, JQuery, Bootstrap, ASP.NET 4.6
5. **Databases:** SQLite 3.0, Firebase, MySQL 7.0
6. **Design IDE:** Unity 2020.1.*, Unreal, Matlab, Photoshop 2019

## Work Experience

1. **Product Manager**
   **Company:** Wooo Social Games Inc.    **Duration:** Jan, 2022-Present    **Location:** Miami, FL
   **Responsibilities:**
   - Worked to create the logical gameplay loop of the app, including the virality aspect as well as the monetization strategy of the app.
   - Worked on managing the development team and managed the sprints as well as the daily scrums of the team.
   - Worked with the designers to provide the best UI/UX that the project could offer.

2. **Game Developer**
   **Company:** Zygobot Studios    **Duration:** 7 Months (May, 2020-December, 2020)    **Location:** Winter Park, FL
   **Links:** https://store.steampowered.com/app/1409370/Psych/
   **Responsibilities:**
   - Worked on a project which is an indie game title with a third person sci-fi shooter mechanic.
   - Created scripts of various objects including enemy AI, wave spawner and turret AI using Unity3D(C#) and Unreal(C++ and Blueprints).
   - Assisted with the level design for the game.

3. **Game Tester**
   **Company:** UX/UI Lab    **Duration:** 4 Months (January, 2020- April, 2020)    **Location:** Winter Park, Fl
   **Responsibilities:**
   - Tested over 15 games over a period of 4 months.
   - Documented what we found from this testing using Jira.
   - Submitted these documents to the game company that hired the lab's services.

## Freelance Projects/Educational Projects

1. **Psych**
   **Roles:** Developer    **Team Size:** 12
   **Responsibilities:**
   - Helped with scripting various objects including enemy AI, wave spawner, turret AI, etc using Unity3D(C#).
   - Assisted with the level design for the game.

## Skills

- Interpersonal Skills
- Communication Skills
- Determined
- Time Management Skills
- Decision Making
- Leadership Skills

## Personal Details

**Languages:**
English, Hindi, Gujarati and Marathi

**Interests:**
Playing video games, basketball, volleyball