VIDIT RAWAT

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TECHNICAL SKILLS

Programming/Scripting Languages: C++ (Intermediate), C# (Intermediate)
Game Engines/Frameworks: Unreal Engine 5, Unity
Tools: Visual Studio, GitHub, source tree
Other: Debugging, Testing, Support

EDUCATION

Graphic Era University   **Dehradun, India**

Bachelor of Technology, Computer Science   July 2015 – May 2019

PROJECTS

2D PLATFORMER GAME *(C#/Unity Game Engine)*
- Responsible for implementing Player Mechanics, enemy AI with different states and UI.
- Efficient use of Scriptable objects for maintaining player data.
- Created UI Elements with functionality including Player Hud (Health, stamina, life).
- Contributed to the overall design decisions of the game, and pitched the concept several times and make it a little bit surprising
- Added functionality to save/load game and change levels

BATTLE TANK *(C#/Unity Game Engine)*
- Implemented Player Movement, Enemy AI, Weapons, Combat, Pickups, Damage traps and Moving platforms
- Created UI elements with functionality including a Pause Menu and a Player HUD (Health, Stamina, Coins)

TOON TANK *(C++/Unreal Engine 5)*
- Developed action-adventure-based gameplay mechanics using C++ and Blueprints
- Designed gameplay mechanics for the tank, implemented Player movement and firing projectile
- Followed forward declaration and constructs the components. more

EXPERIENCE

CYMPL Studios   **Pune, India (remote)**

Game Programmer   *March 2021 – Current*
- Implemented achievement system from tier-1 to tier-3, energy system, notifications, milestone rewards, rate us and many more design features using dotween, Firebase, Google play review, UniRx etc.
- Worked on the refactoring of different modules.
- Had taken the ownership of Story Narration module and refactored it. Also added Conversation and episode tools from which narration and episode data is assigned from google Spreadsheet to Scriptable Objects.
- Analyzed the existing code structure for different gameplay features in Unity.

Outscal Pvt. Ltd.   **Delhi, India (remote)**

Full Stack Game Developer (Training)   *April 2020 – Nov 2020*
- Worked on practical implementations of Data Structure, Algorithms, and OOPS.
- Developed games in Unity with the efficient use of Scriptable Objects for maintaining player data and for tank selection.
- Worked on the AI for patrolling enemies with different states.
- Design pattern used: Singleton, State machine, Observer pattern

UnderDOGS   **Pune, India (remote)**

Game Programmer (Internship)   *April 2020 – June 2020*
- Responsible for programming aspect of the game in Unity
- Modified a game from level based to endless

Zenida Studios   **Dehradun, India**

Gameplay Programmer (Internship)   *July 2019 – November 2019*
- Developed skills in Unreal Engine
- Developed a Game Missionaries and Cannibals using blueprints.

EXTRA-CURRICULAR ACTIVITIES

- Published research on A Hand-Crafted genetic learning approach to simulate Space Mario Game in ICOSEC2020
- Problem Solving - Basic (HackerRank), Unreal Engine 5 C++ Developer (Udemy)