

# VIDIT RAWAT

**GITHUB:** <https://github.com/Viditv68> **E-MAIL:** [viditrawatv68@gmail.com](mailto:viditrawatv68@gmail.com) **MOBILE:** +918791339410

**LINKEDIN:** <https://www.linkedin.com/in/vidit-rawat-baa13816b/>

## TECHNICAL SKILLS

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**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

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**Graphic Era University**

**Dehradun, India**

Bachelor of Technology, Computer Science

July 2015 – May 2019

## PROJECTS

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### 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

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### 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

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- Published research on [A Hand-Crafted genetic learning approach to simulate Space Mario Game in ICOSSEC2020](#)
- Problem Solving - Basic (HackerRank), Unreal Engine 5 C++ Developer (Udemy)