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.
Design Patterns: MVC, State machine pattern, Observer pattern, Object pooling.
Others: Unity Notification, DoTween, UniRx, Debugging, Testing, Support

EXPERIENCE

CYMPL Studios **Pune, India (remote)**
Game Programmer *March 2021 –Nov 2023*

- 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 are 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 the 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.

PROJECTS

Top-Down Shooter - Ongoing *(C#/Unity Game Engine)*

- Implemented the movement, fire and changing weapons functionality with the new input system.
- Used Cinemachine for camera movement and changing camera distance according to the gun.
- Used scriptable object for weapon data.
- Bullet spread with time will increase in limit to certain amount.
- Can choose single, auto and burst shot.

2D PLATFORMER GAME *(C#/Unity Game Engine)*

- Responsible for implementing Player Mechanics, and 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, pitched the concept several times and made it a little bit surprising.
- Added functionality to save/load the 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).

EDUCATION

Bachelor of Technology, Computer Science, Graphic Era University **Dehradun, India** (July 2015 – May 2019)
Game Programming Fast Track **Scarborough, Canada** (Jan 2025 – April 2024)

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)