

# VIDIT RAWAT

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## 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

**Design Patterns:** MVC, State machine pattern, Observer pattern, Object pooling

**Others:** Unity Notification, DoTween, UniRx, Firebase, Debugging, Testing, Support

## EDUCATION

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Bachelor of Technology, Computer Science, Graphic Era University

Game Programming Fast Track

Dehradun, India (July 2015 – May 2019)

Scarborough, Canada (Jan 2024 – April 2024)

## EXPERIENCE

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### Lightfury Games

Bengaluru, India

#### SDE 1

September 2024 – Present

- Worked on a service project name Gambit for US client from scratch and had taken ownership for the whole Unity part. Created the whole UI functionality and spin functionality .
- Working on a AAA game in UE 5.4.

### Freelancer

Dehradun, India (remote)

#### Game Developer

June 2024 – August 2024

- Developed 6 educational games from scratch.
- Have used particle system, DoTween, linq and scriptable objects.
- Also worked for Cympl studios for 3D project from scratch. Taken requirement and made a scene for designers in which they can design the levels during runtime.

### 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.

## PROJECTS

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### 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.

### Outland (C#/Unity Game Engine)

- Responsible for implementing Audiocontrol, Player Mechanics, and enemy AI with different states and UI.
- 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.
- Lead the team, reviewed the code and had given feedbacks.

### 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) [more](#)

## EXTRA-CURRICULAR ACTIVITIES

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- 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).