# Akash Kapoor

**Game Programmer**

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## Skills

Programming Languages : C++ (Intermediate), C# (Intermediate),Javascript(Beginner)

GameEngine              :Unity(Intermediate)

VersionControl         :Git

DesignPattern         **:MVC, Service Locator, Singleton, Observer Pattern, Object Pooling, State Pattern**

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## Projects

- **Hunter Assassin Game (Unity):**   (GitHub)(Play)

  − Developed a 2D game where the enemy's behavior changes when it detects the player or experiences a change in health at specific levels.

  − A variety of enemy types were implemented for each level using **Scriptable Objects**, with each enemy exhibiting different states.

  − Utilized Unity, C#, and applied design patterns like **Singleton , Service Locator and State Pattern** for optimized game architecture and reusability.

- **Battle Game (Unity):**(GitHub)(Play)

  − Developed a 2D turn based game where every we have two teams and each team member will have turn to **attack**, **heal** or use **any command .**

  − Applied design pattern used in this is **Command Pattern** which help in creating the commands that we want to use. It helps to add the commands to the exiting code without changing the whole code.

  − In this game, I have created **three** distinct levels, each with its own set of **unique commands**. Every level includes different character sets that are organized within a **scriptable object**.

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## Experience

- **UnityGameDeveloperAppMechanics-**AppMechanics              (March2022–July2023)

  − Developed and published games on play store.

  − Developed a VR office using multiplayer plugin photon and published it on **oculus** store.

  − Made Prototypes of the games for client.

  − Integration of **Amazon services** like **Lambda, lex bot** in the projects.

- **FullStack GameDeveloper - Outscal**              (June2024–Present)

  − Created 2D games like Snake 2D, and Light Escape 2D, showcasing expertise in Unity game mechanics and scripting.

  − Developed clones of classic games, including Space Invaders, Duck Hunt, Tic-Tac-Toe, Minesweeper, Array Jumper, and Snake 2D (using linked lists), demonstrating proficiency in C++ and SFML

  − Created interactive projects using **C++** and **SFML** to demonstrate Linear and **Binary** Search, with **dynamic** visualizations of sticks representing data and real-time animations showcasing the search process.

  − Developed interactive projects using **C++** and **SFML** to demonstrate various **algorithms**, including **Bubble** Sort, **Insertion** Sort, **Selection** Sort, **Merge** Sort, and **Radix** Sort, with dynamic stick visualizations and real-time animations showcasing their processes.

  − Developed interactive projects using differnt design patterns like **MVC**, **Object Pooling**, **Command Pattern**, **Service Locator**, **Observer Pattern** in Unity Game Engine.

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## Education

**Full Stack Game Development -** Outscal              (June  2025 - Present)

**Computer Software and Database Management –** Loyalist College              (Sept 2023 – Present)

**Bachelor's Of Technology –** Chitkara University              (April 2017 – April 2021)