

Akash Kapoor

Game Programmer

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Skills

- Programming Languages : C++ (Intermediate), C# (Beginner), Javascript (Beginner)
- Game Engine : Unity (Beginner)
- Version Control : Git
- Design Pattern : MVC, Service Locator, Singleton

Projects

- **Dunk Hunt (C++ and SFML) :** ([GitHub](#))
 - Implemented MVC architecture for the player and enemies.
 - Implemented **Singleton**, **Oops** and **Service locator**.
 - Implemented Wave Functionality for spawning the enemies.
- **Space Invader (C++ and SFML) :** ([GitHub](#))
 - Implemented MVC architecture for the player ship, enemy ship, and bullets
 - Implemented the **Oops concepts** and **Service locator**.
 - Developed generic singleton class.

Experience

- **Unity Game Developer App Mechanics -** [App Mechanics](#) (March 2022 – July 2023)
 - 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.
 - Integration of **ChatGPT**.

Education

- **Full Stack Game Development -** [Outscal](#) (Feb 2023 - Present)
- **Computer Software and Database Management –** [Loyalist College](#) (Sept 2023 – Present)
- **Bachelor's Of Technology –** [Chitkara University](#) (April 2017 – April 2021)