

Akash Kapoor

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Game Programmer



Skills

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

Projects

- **Multiplayer Snake Game (Unity):** ([GitHub](#)) ([Play](#))
 - Developed a multiplayer version of the classic Snake game, allowing two players to compete on the same screen.
 - Implemented **power-ups** (shield, score boost, mass burner), **screen wrapping**, and individual scoring with **dynamic UI** tracking.
 - Utilized Unity, C#, and applied design patterns like **Singleton** and **Service Locator** for optimized game architecture and reusability.
- **Light Escape(Unity):** ([GitHub](#)) ([Play](#))
 - Developed a 2D stealth survival game using Unity, where players navigate through shadowy environments to avoid light sources and stay undetected.
 - Applied **design patterns** such as **Singleton** (for game manager control) and **Service Locator** (for managing UI and audio services efficiently).
 - Future updates will add **additional levels** and **power-ups** (e.g., light jammers and invisibility cloaks) to enhance gameplay dynamics.

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)