

Gowrav AS

Aspired to build a career in Game Development.

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[Replit](#)

[GitHub](#)

[LinkedIn](#)

[Portfolio](#)

Skills :

- Programming Languages : C++, C#(Intermediate).
- Game Engines : Unity.
- Version Control : Git.
- Programming Design Patterns : MVC, Singleton, Observer, State, Object Pool.

Projects :

- **Soldier Boy (Unity Engine/C#)** : ([GitHub Link](#)) ([Demo Link](#))
 - Implementation of MVC architecture for the player tank, enemy tank, and bullets.
 - Implementation of generic singleton class and generic object pool. Use of scriptable objects for creating different types of tanks. Use of observer design pattern for implementing achievement system.
 - Implementation of state design pattern for different states of the enemy tank. AI for the enemy tank.
 - Shooting mechanism for both player and enemy tank.
- **Portal-FPS-GAME (Unity Engine/C#)** : ([GitHub Link](#)) ([Demo link](#))
 - Implemented First-Person Controller and the vertical field of view of the Camera,
 - Implemented head-bob movements and footstep cycle, for an experience of real-time movement.
 - rendering using cameras on the portal using render texture.
 - Shooting mechanism for the player
- **Clash Royale Chest System (CRCS) (Unity Engine/C#)** : ([GitHub Link](#)) ([Demo link](#))
 - Used game programming patterns like Singleton, MVC & State Machine.
 - Used Scriptable Objects to implement Various types of chests with randomly generated rewards.
 - Implementation of states of a chest such as Locked, Unlocking, Unlocked, and Opened using State Machine.
 - Implemented Responsive UI for in-Game Menu, Popup Screens, Chest Slots, score system, and Buttons.
- **2D Platformer (Unity Engine/C#)** : ([GitHub Link](#)) ([Demo link](#))
 - Used Tilemaps and sprite sheets to create a 2D world and characters while implementing physics & animations.
 - Singleton Design Pattern for Level Manager & Sound Manager to track Level Status and Audio Sources.
 - Responsive UI for in-Game Menu and Lobby Screen, collectibles items, score system, and Particle Effects.
- **Snake Game (Unity Engine/C#)** : ([GitHub Link](#)) ([Demo link](#))
 - Implemented a Classic Snake game having power-Ups.
 - Responsive UI for in-Game Menu and Lobby Screen, collectibles items, score system, and Particle Effects_

Experience:

Outscal Technologies Inc, SanFrancisco, CA

(Intern Trainee)

(Nov 2021 - present)

Full-Stack Game-Developer

- worked on a wide variety of Unity Projects, Coded and developed multiple games and features.
- Learned many game programming patterns like Singleton, MVC, Object Pooling, etc, and implemented them in my projects.

Education :

- Full Stack Game Development - Outscal, Delhi.
- B.E Mechanical – PA College Of Engineering, Mangalore. (CGPA - 7.05) (Aug 2017 - Sep 2021)