Gowrav AS

Aspired to build a career in Game Development .

Contact : +91 6361576104,

Email Id : gauravas079@gmail.com

Replit
GitHub
LinkedIn

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)
    - 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.
- **Co-op Snake Game** (Unity Engine/C#) : (GitHub Link)
    - Screen Warping for both snakes.
    - Win and draw condition implemented.

Experience:

Outscal Technologies Inc, SanFrancisco, CA   Full-Stack Game-Developer   (Nov 2021 - present)

- 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)
- HSC - State Board - St. Raymonds PU, Mangalore. (72 %)   (June 2015 - July 2017)