

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.
- **Paralyzed** (Unity): ([GitHub Link](#)) ([Demo link](#)) Scored **155th rank** in **Brackeys** Game Jam 2022.2 for Innovation
 - Level unlocking System.
 - Object Pooling for Bullets.
 - Different Movement for Obstacles.
- **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 Menus, Popup Screens, Chest Slots, score system, and Buttons.

Experience:

AppCake Hong Kong, CN

(Unity-Developer)

(Aug 2022 - present)

- Built multiple apps for release on IOS and Android platforms.
- Worked with JSON and cloud systems like firebase to implement and modify any change required in the future, mainly audio and images.
- Implemented neat codes and refactored codes for better performance of the application.

Outscal Technologies Inc, SanFrancisco, CA

(Full-Stack Game-Developer)

(Nov 2021 – July 2021)

- 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)