

## SUMMARY

A motivated video game developer from the University of Abertay, Dundee, eager to join the video games industry as a game programmer soon. Skilled in C++ and C# with a strong background in developing Gameplay Mechanics, Tools, and User-Interface programming.

## PROFESSIONAL EXPERIENCE

### **Bertie Mooney's – Dundee, Scotland**

**July 2024 – Present**

#### *Floor Staff*

- Strong background working in restaurant hospitality teams, a proactive floor staff member.
- Skilled at providing first-rate customer service and keeping a cool front of house throughout busiest times.

### **Shiva Consulting Private LTD – Slough, Berkshire**

**September 2023 – May 2024**

#### *Helpdesk Technician*

- Utilizing efficient systems, I prioritized guest requests and promptly addressed any issues, ensuring their satisfaction and adherence to service standards.
- Assisted in deploying and configuring hardware, software, and peripheral devices, ensuring compatibility and functionality.

### **Research Assistant at Abertay University – Dundee, Scotland**

**June 2023 - August 2023**

#### *UI Programmer / Level Programmer*

- Developed a virtual production application in Unreal Engine to produce tools for Virtual Production studies to be used in cinematography and computer-generated imagery.
- Worked on the project as part of a team with four main collaborators from Scotland, Norway, Croatia, and Denmark.
- Created an easy-to-understand user interface for complex mechanics and streamlined the application's working.

### **Immersive Realities – New Delhi, India**

**August 2022 – September 2022**

#### *Junior Unity Developer*

- Created a prototype for a character customiser in the Unity game engine to be used as a simulator for clothing companies so that users can try on different outfits on their characters.
- Simulated water physics to make objects in the water float on the surface based on the amplitude of waves similar to an ocean in real life.

## PROJECTS

### **Niantic 8th Wall Hackathon – Dundee, Scotland**

**June 2023**

- Achieved 1st place locally and secured overall 2nd place in the Niantic 8th wall Hackathon with 22 participating teams from all over the UK.
- Worked as the game designer and gameplay programmer for the successful deployment of the application and developed a solid game loop logic.
- Created 3d assets for the same using Blender.
- Utilized Aframe.js and the 8th Wall Web AR platform by Niantic to develop the game, sending the player on a scavenger hunt around Abertay University.

## **Honours Project – Abertay University, Dundee**

**Sept 2022 – May 2023**

- Developed a Virtual Reality CPR simulator using the Unity game engine and HTC Vive pro headset and wrote a dissertation for understanding and implementing the use of extended reality technologies to benefit the medical sector.
- The application received positive feedback from medical professionals, industry professionals, and the participants involved in the research to reinforce existing literature and studies regarding the same.

## **Food Safety Simulator – Abertay University Dundee**

**Jan 2022 – May 2022**

- Led a team of 5 people to create a food safety simulator for a client as part of a professional project brief assigned by the University of Abertay to be distributed across food manufacturing facilities around Scotland.
- Designed and programmed two mini-games within the main game for more in-depth mechanisms.
- Programmed the gameplay mechanics and user interface of the application for the same.

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## **TECHNOLOGIES AND LANGUAGES**

- **Languages:** C#, C++, Python, JavaScript and HTML
- **Technologies:** GitHub, JIRA, Visual Studio, Unity and Unreal Game Engine
- **Other:** Data Structures and Algorithms, MS Office, Fluent in English and Hindi

## **EDUCATION**

**September 2019 – May 2023**

### **University of Abertay, Dundee**

BSc (Hons) in Computer Game Applications and Development

Degree Classification: Bachelor of Science with Second Class, Upper Division Honours (2.1)

**References available on request**