

SUMMARY

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

SKILLS

- **Languages:** C++, C#, Python, HTML, JavaScript
- **Game Engines / Software:** Unity, Unreal Engine, AudioKinetic Wwise, Visual Studio, Blender, Krita
- **Graphics APIs:** DirectX, OpenGL, SFML
- **Office Skills:** Microsoft Word, Microsoft Excel, Microsoft PowerPoint
- **Services:** Git, GitHub, JIRA
- **Others:** Proficient in English and Hindi

PROFESSIONAL EXPERIENCE

Shiva Consulting Private LTD – Slough, Berkshire

September 2023 – November 2023

Helpdesk Technician

- Utilizing efficient systems, I prioritized guest requests and promptly addressed any issues, ensuring their satisfaction and adherence to service standards.
- Assisted in the deployment and configuration of 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.

Niantic 8th Wall Hackathon – Dundee, Scotland

June 2023

Gameplay Programmer / Designer / Artist

- 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 which sent the player on a scavenger hunt around Abertay University.

Honours Project – Dundee, Scotland

September 2022 - May 2023

Gameplay Programmer / Designer

- 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.

Junior Unity Developer

- Created a prototype for a **character customizer** 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.

Food Safety Simulator – Dundee, Scotland**January 2022 – May 2022***Team Lead / Game Programmer / Game Designer*

- Led a team of **5 people to create a food safety simulator** for a client as part of the professional project brief assigned by the University of Abertay to be distributed across food manufacturing facilities around Scotland.
- Designed the game loop of the simulator which allowed the user to perform tasks in a **chronological manner**.
- 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.

GMTK Game Jam – Online**June 2021***UI programmer / 2D Artist*

- Worked as a **User-Interface programmer** for my team in the **GMTK Global Game Jam** held in June 2021.
- The UI elements **splash screens** for the game were designed and created by me using **Krita**.

Tandi Designs – New Delhi, India**May 2019 – August 2019***Application Developer*

- Designed and developed a **virtual prototype for a retail shopping experience** for users to interact with.
- The application was designed for the **user to try on different garments** to make the customer experience more engaging.

VOLUNTEER WORK**Special Olympics Bharat – Volunteer****March 2019**

- Worked as a volunteer to organize sporting events for special needs and physically challenged students to build a more accepting learning environment.
- Collaborated as part of a team to help make the events a success.
- Contributed to the larger Special Olympics community and promoted awareness and acceptance of people with various special needs.

Youth Mentoring Programme – Mentor

- Worked as a mentor to junior students by organizing a workshop that taught the students to solve a Rubik's cube as quickly as possible.

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)