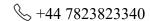
## ARJUN BHATNAGAR







im LinkedIn



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 1<sup>st</sup> place locally and secured overall 2<sup>nd</sup> place in the Niantic 8<sup>th</sup> 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)