

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

Shiva Consulting Private LTD – Slough, Berkshire

September 2023 – Present

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.

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.

- 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