

Dhruv Pant

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PROFESSIONAL SUMMARY

Innovate and passionate video game programmer. Proficient in Unity and C#. Seeking mid or senior-level programmer roles.

EMPLOYMENT HISTORY

Game Programmer, Gopokyo Inc. Nova Scotia

December, 2021 - Present

Working as a generalist programmer on a project named Star Rising (A Dungeon crawler, card game), contributing to all parts of the project from UI to gameplay. Worked on the following feature till now

- Inventory screen showing cards held by the player along with visual representation for card attack value, card health, and any applied upgrades. Worked on UI and backend logic for linking the screen to player inventory.
- A Crafting system where the player selects materials from inventory to add them to three available crafting slots and then presses a craft button which results in crafting success or failure based on available crafting recipes. worked on both frontend and backend for the entire system.
- An Upgrade system that improves player and card stats temporarily.
- AI for different enemy types.
- Narrative sequences like player death, player revival, and player return

GAME JAM PROJECTS

- **Hit-List**
 - <https://dhruv-pant.itch.io/hit-list2>
- **Codename: Murphy**
 - <https://itch.io/jam/backtrace-gamejam-3/rate/1306156>

SKILLS

C#

Node Canvas

Java Script

Zenject

Unity

Node JS

Git VCS