Mumbai, India

+91 987 071 2653

smit.d.v.49@gmail.com

github.com/dluffy121

linkedin.com/in/smit vaghela

dluffy121.github.io/Smit GameProgrammer/

Smit Waghela

Game Programmer

Technical Skills

- **Programming Languages:**
  C++, C#, Java, HTML

- **Softwares & Tools:**
  Unity 3D, Unreal Engine, OpenGL API, Android Studio, SVN, Git, Visual Studio Code, Visual Studio Community, Sonarqube, Office Tools, Adobe Photoshop Basic, Blender Basic, Bash scripting Basic

- **Miscellaneous:**
  Game Dev Lifecycle, Programming Core Interactions, Efficient Problem Solving, Faster Delivery, Optimizing Performance, Dynamic Future-Proof Implementation, Automation

Achievements

Unity Certified Professional Programmer 🔗

Unreal Engine 5 C++ Developer Certificate 🔗

English Language Proficiency (IELTS)
Scored an overall band 7

Education

Bachelors in Information Technology   *Jul '15 - Aug '19*

University Of Mumbai | Mumbai. India

Interests

- **Games**
- **Anime, TV Series and Movies**
- **Drawing and Sketching**
- **Music**

Ardent game developer with 3+ years of professional experience as Unity Game engine developer adept at handling major projects with small-scale teams and able at providing quality results. Skilled in orchestrating systems for games made for multiple platforms and providing with easy to understand tools for the same. Thrilled to look for opportunities to explore, grow and work on game engine development and graphics technologies.

Work Experience

Game Programmer   *Nov '19 – Present*
Indusgeeks Solutions | Mumbai. India
A corporate training games company established in 2007, providing corporate, government and academic institutions with gamified educational and training solutions.

Responsibilities:
1. Coordinating with the designing and testing teams as a part of delivering projects within stipulated time-frame and budget majorly using **Unity 3D Engine**, on multiple platforms.
2. Using C# and Unity API to forge robust **systems for gameplay, backend, and testing**.
3. Constructing **modular and dynamic UI**.
4. Setting up **automation tools** for ease and less error-prone manual work.
5. Integrating **native plugins** and **SDKs** for platform-specific implementation (Android, LeapMotion VR)
6. Identifying and resolving bugs using issue-tracking software like Jira.
7. Using **SAST** tools like Sonarqube to improve code quality

Projects Worked:
  GoNishaGo: ▶ 🌐
An **RPG girl's** game project and contributing as a vital member by implementing and maintaining code for almost 50% of systems, UIs, levels, tools, etc.
  HealthTeamSpaces:
My First project, helped in developing a communication UI
  Semler:
An emergency healthcare training project, worked on upgrading of existing asset delivery system to cater to on-demand asset availability and reducing overall build sizes, by implementing the new **Addressables System**

Projects

OpenGL Renderer (C++)
Understand basics OpenGL graphic specification by creating contexts using the **GLFW** library, and using **GLEW** a cross-platform library to enable usage of OpenGL API for creating and handling vertex buffers, index buffers, vertex arrays, shader compilation, texture rendering, and much more. Using the API to implement essential modules like **camera**, **GUI**, **material**, **mesh rendering**, **mesh asset importing, scene managing**, and **lighting**(Phong Model). In addition to this, it has the ability to enable **static batching.**

GG Fighter
A 3D Sidescroller fighter game put my knowledge of Unity to the test. Made an **Environment module system** to define side-scrolling modules as easily as defining prefabs and streaming them on the fly. Made a **Combat system** to enable fighting combos depending on combo keystrokes. Made **AI**, that uses modular movement control and combat systems to move around and act as enemies.

Robonilihation
An Unreal Engine **third-person shooter** game, where the player is deployed on an arctic research station to annihilate the robots gone rogue. Using C++ and the blueprint system implemented character movements, animations, combat, health system, AI, etc.

Crypt Raider
An Unreal Engine **first-person puzzle** game, where player is tasked to find and bring back a valuable artifact hidden inside a mysterious dungeon.