

PRAKHHAR MAKHIJA

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in [LinkedIn](#)
🌐 [Portfolio Website](#)

Skills

Programming

C++
C#
JavaScript
HTML - CSS
ReactJS - JSX
React Three Fiber
Framer Motion

Software

Unreal Engine
Unity
Visual Studio
3DSMax
Photoshop
Illustrator
Premiere
Blender

Services

GitHub
GitHub Pages
Netlify
Assembla
Trello

Personal

Punctual
Responsible
Honest
Challenge-Accepting

Professional Summary

Game and Front-End Developer with 3 years of combined experience excelling in AI Programming and Gameplay Elements such as AI and Player Interfacing, Player Movement, Networking, Level Elements and more.

Shifting the same knowledge onto Front-End applications made with React, Framer Motion and a 3D Web NodeJS Package called React Three Fiber.

Rewarded by being listed in Dean's Honor List for 4 Consecutive Terms: 2020 and 2021 (Winter and Fall). Looking for an Entry Level position.

References available upon request.

Education

Algonquin College

Game Development (3 Years Advanced Diploma)
Specializing in Programming
Cumulative GPA: 3.85
September 2019 - April 2022

Udemy

Modern React with Redux (3 Months)
Summer of 2021 - [Certificate](#)

3D Programming with JavaScript and the Three.js 3D Library (1 Month)
Summer of 2021 - [Certificate](#)

Experience

Capstone Project

AI and Gameplay Programmer for Particle Interactive (8 Months)
Implemented AI with Behaviour Trees C++, Grapple Hook, etc
Working on Project Steelwalker over the course of a school year.
September 2021 – Current

Dreamlight

Gameplay Programmer for Tapscone Studios (4 Months)
Implemented multiple gameplay features including AI, Event Triggers and Gameplay Elements such as Kill Boxes, Moving Platforms, Checkpoints, etc.
All documented and available upon request.
January 2021 – April 2021

Particle Interactive Company Website - [Link](#)

Hosted on Netlify, made using ReactJS and maintained using GitHub.
November 2021