Gaurav Garg
Email : stubborngaurav@gmail.com
Mobile : +66 - 625594901

Profile

An experienced game programmer with the ability to quickly pick up and use new program languages, tools and software applications. A dedicated team member with a passion for making video games as well as a patient and creative problem solver who is known for commitment to excellence and track record of delivering work on schedule. I believe in continuously enhancing my skills and learning methods to improve my work and myself.

Experience

Senior Game Developer, Arkavis Siam Co Ltd.	Thailand, 05/2016 – 05/2018

- *R.A.I.D - Robots and Incredible Dungeons* – F2P Multiplayer Action RPG for iOS and Android in Unity
- *B.O.B - Boss of Bots* – F2P Multiplayer Platformer for iOS and Android in Unity.
  - Working on server logic and client side programming for both projects.
  - Maintenance of projects and code reviewing outsource partner code.

Game Engineer, Playmotion Pvt Ltd.	India, 03/2014 – 04/2016

- *Ironkill* - Fighting Game for iOS and Android in Unity
  - Lead all aspects of programming
  - Managed project schedule and dependencies for integrating game assets.
  - Programmed Data Management modules, UI systems and integration.
  - Cloud saving system and integration for both iOS and Android using iCloud and GPGS.
  - Social, IAP, VGP's, AD networks Integrations.
- *MadHop* – Arcade, Endless Runner Game for Android in Unity
  - Entire Game development.
  - Multiplayer Integration using Nextpeer.

Senior Game Programmer, Lakshya Digital	India, 10/2012 – 01/2014

- *Mob vs. Monster* – Tower Defence Game in Unity.
  - Programmed Character control system and animation systems.
  - Waypoint Tool – system in unity suitable for Game designers and Game artists.
- *Rosetta Stone – Kids Lingo Word Builder* – Unity3D.

Game Programmer, Jump Games	India, 02/2012 – 10/2012

- *RealSteel* – Fighting Game for iOS and Android in Unity.
  - Responsible for weekly builds, milestones, updates and maintenance.
- *Dancing With the Stars* – Music, Rhythm Game for iOS and Android in Unity.
  - Avatar Customization Tool System.
  - UI Flow Integration.

Game Programmer, Walnut Games	India, 07/2010 – 01/2012

- Started Game Development from scratch with Unity3D Engine.
- *Psycopathic* – Action Adventure Game for Web.
  - Responsible for Third person controller, Finite State Mechanism, Camera Controller, AI.
- Other projects - *Puzzle falls*, *Space Vader*, *SquishIt*, *Parachute Ring*, *Hit and Run Bandits*, *Joes Crab Shack.*

Skills

- Excellent command over languages such as **C++, C#.**
- **Objective-C** – Intermediate
- **JavaScript** - Advanced
- **ActionScript** – Intermediate
- Advanced knowledge and experience with **DirectX**.
- Worked on several Game Engines such as **Unity3d, HGE, Irrlicht** and **Unreal Development kit**.

Education

- Game Programming from School of Advanced Graphics and Engineering.
- Indira Gandhi University - Bachelor of Computer Applications, 2007

Book Reviewer

- *Learning C# by Developing Games with Unity 3D Beginner's Guide* - Available on Amazon store.