

# GETEM RATAN

UNITY GAME DEVELOPER

## PROFILE

I'm a Generalist Game Programmer who strives to make games for the players to enjoy. Currently, I'm working on a PvP game at [Godspeed Games](#). And I love our planet Earth.

## EDUCATION

### BACKSTAGE PASS INSTITUTE OF GAMING AND TECHNOLOGY • 2020

Advance Diploma in Game Development

### SRM UNIVERSITY NCR CAMPUS • 2019

BTECH Major in Computer Science

### MODERN SCHOOL BARAKHAMBA ROAD NEW DELHI • 2015

Higher Secondary Education

## INTERESTS

Video Games  
Video Editing  
Music Production  
Graphic Designing  
Mechanical Keyboards

## SOFTWARE

Unity  
Godot  
Photoshop  
Premiere  
FL Studio  
Inkscape  
Blender

## SKILLS

C++, C#, Unity Profiler, Memory Profiler, Spine-Unity, Shader Graph, Unity DOTS, FMOD, 3rd Party SDK Implementations, HTML, CSS, Git, GitHub, Confluence, Jira, Blender

## EXPERIENCE

### GODSPEED GAMES • 2021 - PRESENT

Junior Game Programmer

- Implemented the UI and Navigation system for Orange Season, such as Pause Screen, Settings Screen, Inventory Screen, Menu Screen etc
- I have worked on a random loot table implementation and random generation of rooms with various objects.
- I have created new characters with new gameplay abilities and functionalities based on Designer requests for Battler Legion.
- I have helped games to run on low-end mobile devices by using optimizing techniques such as chunk-loading, addressables, atlas etc

### CAPETITANS GAMES • 2020

Unity Game Developer

- Worked on 2D physics movement mechanics and implemented saving and loading system.
- Designed multiple levels in the game.

### PARTY OWL • 2018

Web Admin Intern

## CONTACT

+91 9366533142  
[getemratan410@gmail.com](mailto:getemratan410@gmail.com)

[getemratan.github.io](https://getemratan.github.io)  
[getemratan.itch.io](https://getemratan.itch.io)