

# GETEM RATAN

UNITY GAME DEVELOPER

## PROFILE

I'm a Unity Game Developer with two published games for the platforms PC, PlayStore and AppStore. Currently, I'm working on a LIVE PvP game at [Godspeed Games](#).

## 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, REST APIs, HTML, CSS, Git, GitHub, Confluence, Jira, Blender

## EXPERIENCE

### GODSPEED GAMES • FEB 2021 - PRESENT

Associate Senior 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

### RUNNING NOSE GAMES • FEB 2020 (INDIE GAME DEVELOPER)

Unity Game Developer

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

## CONTACT

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