

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 • 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

RUNNING NOSE GAMES • 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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