Heena Thadani

Portfolio | heenathadani26@gmail.com | +1 585-317-0742

EXPERIENCE

PETALS WORLD STUDIOS, SINGAPORE | Multiplayer Matchmaking UI/UX Developer
Nov 2022 – Aug 2023 | Singapore

- Translated Figma designs into Unity for front-end development.
- Implemented full-stack for friend list functionality using Quantum PUN.
- Created lobby screens and integrated matchmaking systems.
- Authored player statistics screens for in-game data.
- Implemented leaderboards.
- Integrated PlayFab for backend services and player data management.
- Utilized Facebook SDK and API for social features and login integration.

MITACS GLOBALINK | Collaboration in Mixed Reality
Jun 2022 – Aug 2022 | Fredericton, Canada

- Generated an interface for storage of connected player activities for reference in virtual reality games using Photon Unity Networking and PlayerPrefs for disconnected players.
- Conducted simulations on Meta Quest 2.
- Created a heat map of an ocean using provided longitude, latitude, and depth data in Blender.

MAJOR PROJECTS

DETECTIVE'S GAMBIT | UI/UX Developer | Team Project for Game Dev Processes Class
Sep 2023 – Dec 2023 | RIT, Rochester, NY

- A murder mystery where interrogations are carried out using a Card-battler mini-game.

3D AR MOCK ROOM | Personal Project
June 2022 – Aug 2022 | Fredericton, Canada

- Designed and defined an AR application using WebXR API to enhance home decor with 3D sunflowers.

XENO-G | Gameplay Programmer | Team Project for Prototyping Class
Jan 2024 – Feb 2024 | RIT, Rochester, NY

- As an alien spy on a space station, use your gravity manipulation powers to outsmart AI traps and navigate obstacles, aiming to reach the library for vital information.

CONSUMPTION | Gameplay Programmer | Team Project for Prototyping Class
Feb 2024 – March 2024 | RIT, Rochester, NY

- "Consumption" is a 3D survival horror game where you navigate a maze-like school, avoiding an invisible force that drains your attention. Close pop-ups to maintain movement and survive as long as possible without losing focus.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY
MS in Game Design & Development
Expected May 2025 | Rochester, NY
Cum. GPA: 3.85.0 / 4.0

MODY UNIVERSITY
B.Tech in Computer Science
June 2023 | Jaipur, India
Cum. GPA: 9.14 / 10.0

SKILLS

PROGRAMMING LANGUAGES
C# • C/C++ • Python • JavaScript • Java

GAME ENGINE
Unity 3D • Unreal Engine

UI/UX DESIGN
Figma

VERSION CONTROL SYSTEM
Git/Github • Plastic SCM • Perforce

COURSEWORK

GRADUATE
Game Dev Processes, Level Design, Graphics Programming, Gameplay Prototyping, Console Dev
Intro to Web Tech *(Teaching Assistant)*
DSA for Game Simulations *(Teaching Assistant)*

UNDERGRADUATE
DSA, OOPs, OS, Computer Networking

MINOR PROJECT

- Mechanics of RPG: Unity,
- Endless Runner: Unity, • Dictum: Unity
- Outbreak: Unity

COMMUNITY

- Created a Gaming Community - Quest Gaming || IEEE CS MUST
- Instructor @ Unity Game Dev Summer Camp 2022 @UNB, Fredericton, Canada

LINKS

Github:// **heenathadani**
LinkedIn:// **heena-thadani**