HEMANG CHAUHAN

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An enthusiastic and self-taught game developer with the calibre of developing indie games solely.

EDUCATION

Bachelor of Technology in Computer Science   *2019 - 2023*

Manav Rachna University, India   Overall SGPA – 8.78

TECHNICAL SKILLS

Frameworks and Engines:	Unity, Unreal Engine, FMOD, Game-Maker
Tools:	Blender, Photoshop, Visual Studio, Illustrator, Premiere Pro, FL Studio, Git, Figma, Eclipse, IntelliJ, Spline, AWS, Firebase
Programming Languages:	C#, C++, Java, C, Python, HTML, CSS, Javascript, Matlab

EXPERIENCE

Experienced Game Developer with 4+ years of expertise in Unity, Unreal, C++, C#.

Developed and deployed games across multiple platforms. Skilled in game mechanics, user interfaces, and game systems development. Proficient in 2D and 3D game development, game testing, debugging, and optimization.

Interned as a Technical Graphic Designer in IntellectPartners (Oct 22 – Feb 23)

Collaborated on compelling promotional motion graphics, seamlessly integrating overview videos and interactive UI/UX elements by leveraging tools like After Effects, Photoshop, Premiere Pro, Illustrator, HTML, CSS, and JavaScript.

Worked as a Unity Developer in Bigthinx. (Mar 23 – May 23)

Responsible for creating high-quality WebGL fashion showrooms in Unity, displaying technical and aesthetic expertise in avatars, environments, animations, and shaders. Designed and coded functionalities integrated remote Unity Addressables, and managed backend elements like Amazon S3 and Firebase.

Freelancer Game Developer. (Jun 23 – Present)

Freelancing as a game developer/designer, serving clients on LinkedIn, Discord, and other platforms. Consistently applied a combination of artistic creativity and technical expertise to design compelling gameplay mechanics, immersive 3D environments, intuitive user interfaces, and robust game systems.

NOTABLE PROJECTS

A detailed description of all my projects and things I do can be found on my website.

Android Game (Star Ballz) – Unity Engine

First game, a physics puzzle hyper-casual game developed and shipped to play store in my school days.

Narrative UI Based Game with Windows Replica (Stick.EXE) – Unity Engine

A story game on conflict between OS user and stick figurine. Gameplay based on UI/UX elements with featuring a complete working replica of Windows UI.

Co-op Single Player Platformer Puzzler (Monke Together Strong) – Unity Engine

A 5-day game jam puzzle platformer, centered on the theme 'Stronger Together.' Follow five monkeys, each with unique abilities, collaborating to conquer levels.

3D Geometry Creation Tool/Game (Lattice) – Unity Engine

A game/tool where you can create anything by placing points in virtual space and joining geometries.

Pixel Platformer Game (Larry's Prophecy) – Unity Engine

A polished, retro-inspired pixel platformer, taking cues from Hogwarts Legacy. Features a dynamic ability and flying system, blending nostalgic charm with modern gameplay enhancements for an enchanting journey through captivating landscapes.

C++ Replicated Multiplayer Shooter – Unreal Engine (WIP)

A third person multiplayer shooter with AAA quality vision. Developed in UE5, Written in C++ and Blueprints.

Endless Runner – Unity Engine (WIP)

Creating a narrative-driven 2D endless runner with a dynamic parkour system, specialized combat/conflict mechanics, unique low-poly-esque graphics, and a captivating world-traversing system, plus many more innovations.

Pixel Sandbox Survival – Unity Engine (WIP)

A pixel art-inspired 2D top-down survival game featuring procedurally generated infinite worlds, encompassing elements such as role-playing, building, strategy, management, and a host of additional gameplay innovations.

UE5 Environments - Unreal Engine

Variety of Environments designed in UE5 like an Abandoned Area with warehouse, buildings and a picturesque meadow grassland inspired by XP Landscape Wallpaper.

Gameplay Systems

Suite of various gameplay systems like a Time Manipulation system (Time-reversal system for all values, animations, and player states), Character Possession System (Control Humanoid object by aiming towards it) and much more.

PERSONAL NOTES

I really love **Creating Content** and videos for my **YouTube Channel**, apart from that I also love doing things like **Sound Designing** and **Music Production**.

Enjoy creating **Animations**, **Art**, **Graphic Design** and **Motion Graphics** as a hobby. Most of all playing **Video Games**.

Can fluently communicate in **English** and **Hindi**.