

HEMANG CHAUHAN

◇ iagamedev07@gmail.com ◇ <https://iagamedev07.github.io/portfolio>

A passionate and self-taught game developer with the calibre of developing indie games solely.

EDUCATION

Bachelor of Technology in Computer Science
Manav Rachna University, India

2019 - 2023
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 (Jan 23 - May 23)

Contributed to the development of captivating promotional motion graphics, collaborating seamlessly with both backend and frontend teams to seamlessly integrate overview videos and interactive UI/UX elements. Proficiently utilized an array of tools and frameworks, including After Effects, Photoshop, Premiere Pro, Illustrator, HTML, CSS, and Javascript.

Worked as a Unity Developer in Bigthinx.

Responsible for creating WebGL platform-based fashion virtual showrooms in unity. This involves my technical and aesthetic skills such as creating avatars, environments, animations, shaders for delivering high quality experience to users. Also responsible for designing and coding functionalities, working with unity addressables remotely and integrating the backend aspects such as Amazon S3, Firebase etc.

NOTABLE PROJECTS

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

Star Ballz - Unity Engine

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

Stick.EXE - Unity Engine

A story game on conflict between an OS user and a stick figurine.

Monkey Together Strong - Unity Engine

A puzzle platformer made for game jam in 5 days. With theme “Stronger Together”, game features 5 monkeys each having their own abilities and they work together to solve the level.

Lattice - Unity Engine

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

Endless Runner - Unity Engine (WIP)

A story driven 2d endless Runner featuring a dynamic parkour system, a specialized combat/conflict

system, unique low poly-esque graphics with a compelling world traversing system and much more.

Pixel Sandbox Survival - Unity Engine (WIP)

A pixel art styled 2D top down survival game with infinite worlds, elements like role playing, building, strategy, management and much more like minecraft, stardew valley and similar style games.

Multiplayer Shooter - Unreal Engine (WIP)

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

Abandoned Area - Unreal Engine

An Environment designed in Unreal Engine 5.

Time Manipulation System

A time reversing system made in unity, supporting every type of values, animations and player States.

Character Possession System

A system that allows player to control any humanoid object at runtime by aiming towards it.

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**.