

# Jeel Patel

## Video Game Developer

I have Video Game Programming diploma. I'm focused, passionate and can adapt easily to changes and work very well with a team as well as solo. Currently working as Gameplay/AI Systems Programmer at TITAN1 STUDIOS.



✉ dedpulr6s@gmail.com

📞 5142108969

📍 Montréal, Canada

🌐 jeelpatellofficial.github.io/Portfolio

## WORK EXPERIENCE

### Game AI Programmer TITAN1 STUDIOS

01/2021 - Present

I am developing a full featured custom AI tool for Unity Game Engine for the studios to use for various enemy types primarily for VR games.

#### Achievements/Tasks

- Designing AI systems for different games.

### Gameplay Programmer TITAN1 STUDIOS

06/2020 - 12/2020

Toronto, ON, Canada

TITAN1STUDIOS is an award-winning Toronto-based production house focused on the creation and promotion of uniquely diverse, original content IP via publishing and multi-media digital platforms, including comics, novels, XR (Virtual, Mixed and Augmented Reality) and location-based entertainment.

#### Achievements/Tasks

- Gameplay Programmer

Contact: Rathana Moorthy, creative director -  
<http://www.titan1studios.com/contact>

## PERSONAL PROJECTS

### Jewel Of Kuru (Steam)

- It is a third person Hack n' Slash game inspired from Sekiro, souls type genre. The game takes place in fantasy lands of Kuru where you fight different bosses to achieve the Jewel. The bosses are themed after different elements of earth i.e. Fire, water, nature, and wind.
- URL: [https://store.steampowered.com/app/1370310/Jewel\\_of\\_Kuru/](https://store.steampowered.com/app/1370310/Jewel_of_Kuru/)

### Future Frontier (Unreal Engine 4)

- A third person shooter with abilities similar to bullet time in max payne with cinematics and chase sequences.
- URL: <https://1drv.ms/u/s!Al-dR22pVCuhg7h1gU5Mnsqj5a-w?e=0QTOu>

### Shoot n' Spash VR (Unity)

- A Shoot and Slash game in VR where player has ability to shoot and deflect incoming bullets with sword.
- URL: <https://github.com/mattstg/VRISIEN>

### Global Game Jam 2020 (Unity) - Unrepairable

- This game was created by my team at Global Game Jam 2020 on the theme Unrepairable, completed in 48 hrs.

### TopRunner (Android)

- A Mirrors Edge Inspired infinite runner for mobile devices.

## INTERESTS

Video Games

Swimming

Politics

Indian Mythology

World Politics

## REFERENCES

(References available upon request)

## EDUCATION

### Game Programming

ISI, L'institut Supérieur d'Informatique

02/2019 - Present

Montreal, Quebec

#### Courses

- Unreal Engine (C++/Blueprints), Unity3D (C#)

### Bachelors in Information Technology A. D. Patel Institute of Technology, New Vallabh Vidyanagar

08/2014 - 06/2018

New Vallabh Vidyanagar, Gujarat

#### Courses

- AI crowd simulation, Computer Graphics, Histogram analysis, IOT, Big Data Solutions.

## TECHNICAL SKILLS

### GAME ENGINE

Unreal Engine, Unity, CryEngine, Godot, OpenGL, DirectX, Havok Physics, NVIDIA PhysX, C++/C# Tools Programming

### PROGRAMMING LANGUAGES

C/C++, C#, JAVA, HTML/CSS, SDL, XML

### ART/ANIMATION

AutoDesk Maya, AutoDesk 3ds Max, Pixologic ZBrush, Adobe Photoshop, PullDownIt, PhysX tool, Audacity, Sony Vegas Pro, CamTasia, Premier, AfterEffects

### IDE

Visual Studio, VSCode, Eclipse, Netbeans, Cmake, Clion.

### VERSION CONTROL

GitHub, Jira, Asana, Trello

### Skill Sets

Gameplay Programming, AI, Cinematics, Level Design, UI, Animation Programming, Engine Tools, Shader Programming, Unity ECS/DOTS, GOAPs

## OTHER SKILLS

C++

OpenGL

Unity3D

C#

Unreal Engine 4

BOIDS

AI

Gameplay Programming

Combat Design

EQS

Photoshop

Maya

Blender

3Ds Max