

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 Programmer at TITAN1.



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📍 Montréal, Canada

🌐 github.com/jeelpateloofficial

WORK EXPERIENCE

Gameplay Programmer

TITAN1 STUDIOS

06/2020 - Present

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

- Enemy AI Programmer

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

PERSONAL PROJECTS

Max Payne Clone in UE4

- 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-dR22pVCuhgcg7h1gU5Mnsqj5a-w?e=0QTOuu>

Shoot n' Spash VR Game in 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 - Unrepairable

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

TopRunner

- A Mirrors Edge Inspired infinite runner for mobile devices.

EDUCATION

Game Programming

ISI, L'institut Supérieur d'Informatique

02/2019 - Present

Montreal, Quebec

Courses

- Third Person Cover Shooter, Unreal Engine 4

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, Unreal Engine 4

REFERENCES

(References available upon request)

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

LANGUAGES

English

Full Professional Proficiency

Hindi

Native or Bilingual Proficiency

Punjabi

Elementary Proficiency

French

Elementary Proficiency

Gujarati

Full Professional Proficiency

Sanskrit

Limited Working Proficiency

INTERESTS

Video Games

Swimming

Politics

Indian Mythology