

Aditya E Ajith

Game Developer / Programmer

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[Portfolio](#)

[Github](#)

[LinkedIn](#)

[Medium](#)

Skills

- Programming Languages : C++(Advanced), C#(Intermediate), SQL(Beginner), Javascript(Beginner).
- Game Engine : Unity(Advanced), Unreal(Beginner).
- Version Control : Git.
- Design Pattern : MVC, Factory, State, Observer, Object Pool.
- Software : Blender, Photoshop, Davinci Resolve.

Projects

- **Tanks Battle** (Unity Engine) : ([Github Link](#)) ([Video](#))
 - MVC pattern for player tank, enemy tank.
 - Implementation of generic singleton class and generic object pool.
 - Scriptable objects and factory pattern for creating different types of tanks.
 - Observer pattern for achievement system.
 - State Machine design pattern for enemy states(Idle, patrol, chase, shoot).
 - Shooting mechanism for player and enemy tank.
- **Connect 4** (C++ & SFML) : ([Github Link](#)) ([Video](#))
 - SFML library for graphics. Implementation of clock system using chrono library.
 - Win, lose & Draw conditions are implemented.
 - Automatically switch turns when one player is done.
- **Minesweeper** (C++ & SFML) : ([Github Link](#)) ([Video](#))
 - Uses mouse input as controls.
 - Switch from MainMenu to Gameplay view using State pattern.
 - Customizable Tile size and Dynamic grid generation. Random bomb generations in grid.
 - Option to take Screenshots and Reset Game.
 - Win / lose condition implemented.
- **Snake Game** (C++ & SFML) : ([Github Link](#)) ([Video](#))
 - Keyboard inputs
 - Random food Generation and Dynamic grid generation
 - Death Condition implemented
 - Snake Screen wrapping implemented
- **Co-op Snake Game** (Unity) : ([Github Link](#)) ([Video](#))
 - Screen Warping for both snakes.
 - Win and draw condition implemented.
 - 3 Power-ups are available. (score boost, Speed Boost, Shield).

Experience

- **Tech Intern** - Outscal Technologies Inc, San Francisco, CA (Dec 2021 - Present)
 - Designed and Developed applications for tracking attendance through zoom
 - Participated and provided assistance in major projects.
 - Created beautiful solutions for questions on C++ and Unity.
 - Experienced professional working environment.
 - **Key Achievement** : Developed and tested Automation systems

Education

- **Full Stack Game Development** - Outscal Technologies Inc, San Francisco, CA (Nov 2021 - Present)