

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

- **Deviloper** (Unity Engine) : ([Github Link](#)) ([Video](#)) ([Play](#))
 - A survival Tower Defence Game Where you have to survive the Wave of enemies that who to capture you.
 - Abilities that Shoot, Slow Down, Area Damage.
 - AI Aim system that predict Enemy Location and Shoots.
 - Collectables For Health And Coin.
 - Uses Observer Pattern for Upgrade System for Abilities.
 - Used Factory Pattern for Creating Enemies.
 - Implimented Object Pooling for Projectile And Enemies.
- **Paralyzed** (Unity Engine) : ([Github Link](#)) ([Video](#)) ([Play](#))
 - Created for Brakeys Game Jam 2022.2
 - Reached Top 20 - Most rated Game in the Jam.
- **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.
- **Chest System** (Unity Engine) : ([Github Link](#)) ([Video](#))
 - Chest Type and Slot Amount Can be Modified.
 - A Modal window that adjusts itself to fit the message.
 - Uses Observer Pattern for Sending and recieving callBacks.
 - Used State Machine to handle the Chest Unlocking feature.
- **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 genertaion.Random bomb generations in grid.
 - Option to take ScreenShots and Reset Game.

Experience

- **Game Developer** - Oasis Meta Games, Prague, Czech Republic (Nov 2022 - present)
 - Worked on games for metaverse and VR in Unity.
 - Created standlone software that builds maps for metaverse.
- **Unity Coach** - Outscal Technologies Inc, Delhi, India (July 2022 - present)
 - Review Scripts and provide solutions for unity project.
 - Created beautiful solutions for question on c++ and unity.
- **Tech Intern** - Outscal Technologies Inc, Delhi, India (Dec 2021 - Feb 2022)
 - Designed and Developed applicatons for tracking attendace though zoom.
 - **Key Achievement** : Developed and tested Automation systems.