Aditya E Ajith

Game Developer / Programmer
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Skills

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

Projects

- **Deviloper** (Unity Engine) : (GitHub Link) (Video)
  - 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

- **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.
- **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.

Education

- **Full Stack Game Development** - Outscal Technologies Inc, Delhi, India   (Nov 2021 - Present)