

# 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.
- **Chest System** (Unity) : ([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 receiving 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 generation. Random bomb generations in grid.
  - Option to take Screenshots and Reset Game.
  - Win / lose condition 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)