



Aditya E Ajith

Game Developer / Programmer

Summary

Self-taught Game programmer with a four-year track record of performance in modular and object-oriented programming. Well-versed in all phases of the software development lifecycle, with a strong working knowledge of algorithms and data structures. Proven successful solutions improving, operations and profitability.

Experience

Dec 2021 -
present

Tech Intern

Outscal Technologies Inc, San Francisco, CA

- 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

Mar 2016 -
present

Game Developer

- Worked on Multiple hyperCasual games
- Created MVP for both Android and PC
- Implemented complex systems and game mechanics
- Learned about code architecture and implemented them.

Education

Nov 2021 -
Present

Full Stack Game Development

Outscal Technologies Inc, San Francisco, CA

- Learned innovative ways to build Production quality games.
- Developed Games and Tackled Data structure related Problems.
- Participated in game Jams with very restricted time limits and theme.
- Actively interacted and provided solutions to other community members.
- Worked on Projects with complex design patterns and their implementations.

Achievements

- 2015 • Participated in National Level Roller skating Championship And won 2 Silver medal in State Level

Personal Info

DOB

23/08/1997

Location

Ernakulam, Kerala, India
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Phone

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Email

adityaeajith@gmail.com

LinkedIn

linkedin.com/in/aditya-ajith

GitHub

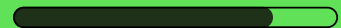
github.com/mastermind79832

Portfolio

Mastermind7983.github.io

Software Skills

Unity Engine



Unreal Engine



Blender



Photo Editing



Davinci Resolve

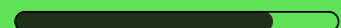


Programming

C/C++



C#



JavaScript



Python



html



Sql

