PRATEEK TOMAR

Game Developer

Skills
- Programming Languages : C# (Intermediate), C++ (Intermediate)
- Game Engine : Unity (Intermediate)
- Version Control : Git

Projects

- **Bike Hunters 2D:** [Demo] [Github]
  - Implemented everything from scratch including Controls, Inputs, Ui Manager.
  - Managed the complete missions system which also includes level designing and complete game-play writing.

- **Co-Op Snake 2D:** [Demo] [Github]
  - Implemented everything from scratch including Controls, Moving snake body parts with head and Implemented Co-OP Multiplayer Mode .
  - Managed the complete missions system which also includes level designing and complete game-play writing.

- **Mayhem Platformer:** [Demo] [Github]
  - Implemented everything from scratch including Controls, And Level Designing.

- **Insane Moto 3D:** [Demo]
  - Implemented a robust system to manage more than 20 levels without any issue and different scenes.
  - Used the **Inverse Kinematics** for the placements of the player on the bike.
  - Also designed the level for increased difficulty.

- **Skibidi Toilet Mayhem:** [Demo]
  - Used the Neo-Fps for Third-Person Controller
  - Implemented Different types of Shooting Custom AIs used **enums** for selecting the behavior.
  - Tweak many things in Kit to achieve the desired behavior

- **Zombie Island 3D:** [Demo]
  - Used the Neo-Fps for Third-Person Controller
  - Implemented Different types of Melee Custom AIs used **enums** for selecting the behavior.
  - Tweak many things in Kit to achieve the desired behavior

- **Society Fps:** [Demo]
  - Implemented custom third person controller
  - Create custom shooting AIs using **Navmesh**

- **Highway Bus Rush:** [Demo]
  - Tweaked the car controller of a kit to achieve the desire behavior
  - Implemented the Level Manager to manage more than 50 levels in 3 scenes with different environments.

- **Rescue Rift:** [Demo]
  - Implemented the custom behavioral flee hostage AIs
  - Used the Neo-Fps for Third-Person Controller
  - Implemented Different types of Shooting Custom AIs used **enums** for selecting the behavior.
  - Tweak many things in Kit to achieve the desired behavior

Experience

- **Unity Developer, Lipy Media Private Limited** **(**Feb 2023 – Present**)**
  - Developed FPS Shooting Games, Endless Runner Games, and animations(non-rigged or non-humanoid objects) using Unity.
  - Optimized existing code base for improved performance on web platforms.
  - Collaborated closely with designers, artists, and other developers to ensure successful completion of projects.
  - Performed asset optimization tasks like texture compression and mesh simplification to reduce memory consumption by applications developed with Unity
  - Monitored application performance metrics during the development process to identify potential bottlenecks or areas where improvements can be made.
- **Unity Developer, Virtua Pirates Private Limited** (May 2022 – Jan 2023)
  - Worked on an Open World Game,
  - Implemented - Enviro Sky Manager,
  - Google ads,
  - IAP,
  - Minimap,
  - Crate Hunting Concept, UI Implementation, Game Cash Management, Shop System With UI

Education

-**Bachelor of Computer Applications, IGNOU** **(**Jul 2020 — Dec 2023)