PRATEEK TOMAR

Game Programmer

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

Projects

- **Abandoned Lab:** [Demo]
  - Implemented AI system for Shooting AIs.
  - Managed the complete missions system which also includes level designing and complete game-play writing.

- **Insane Moto 3D:** [Demo]
  - Implemented a robust system to manage more than 20 levels without any issue and different scene.
  - 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 behaviour

- **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 behaviour

- **Society Fps:** [Demo]
  - Impleted 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 behaviour
  - Implemented the Level Manager to manage more than 50 levels in 3 scenes with different environments.

- **Rescue Rift:** [Demo]
  - Implemented the custom behavioural 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 behaviour

- **Brake for Nobody: City Chase:** [Demo]

  - Implemented An flee thief ai which will run away from player whenever he comes to a closer range

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)