Unity Gameplay Programmer

PERSONAL STATEMENT

I'm a 23 years old Unity Gameplay Programmer from India (Mumbai). I love everything that has to do with design & development, Project management, Testing and I feel a true devotion for coding.

I have started unity 2 years ago and have developed several game for android also participated in Ludumdare Game Jam and developed games for window's Currently I have the passion for Stratergy and platformer games with procedually content generation

SKILLS

01 Good at

C# Unity Game Development CG/HLSL

Unity Editor Scripting

Intermediate Intermediate

Intermediate Beginneer Beginneer 02 Knowledge

Unity Navemesh, Unity Materials and shader's,Animation state machine,Game design,pathfinding algorithm,Basic Data structure,Unity Editor, Game Optimization

EDUCATION

• 2014 - 2018

CSE (Dropped Out on December 2016)

Maharishi Markandeshwar University Ambala

• 2010 - 2012

High School, Science

Mithibai College

1998 - 2010

Primary Education

St Jude's High School

WORK EXPERIENCE

- 1) Cosigames (5 month) Junior GameDeveloper
 - a) David Villa Pro Soccer

fixed bugs for gameplay

b)Currently working on a project were i have been implementing (Project i Can't reveal) Achievement System,Daily Login System,Offer System,Localization System

LANGUAGE PROFICIENCY





PORTFOLIO / PROJECTS

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https://sagarpatel2570.github.io



https://goo.gl/Ed5HQ4

HOBBIES / INTERESTS

Coffee, Games, Sport's Software, Travelling