

SagarPatel

Unity Gameplay Programmer

Address

Mumbai,Maharashtra,
India

Contact

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PERSONAL STATEMENT

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

I have been using unity for 2.5 year's 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 Strategy and platformer games with procedurally

content generation,also enemy AI

SKILL

01 Good at

C#	Intermediate
Unity	Intermediate
Game Development	Intermediate
CG/HLSL	Intermediate
Unity Editor Scripting	basic
Game Design	basic

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

02 Knowledge

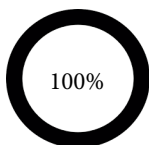
- a) Unity Navmesh
- b) Material Shader
- c) Animation State Machine
- d) Game Design
- e) Pathfinding and AI
- f) Algorithm and Data Structure
- g) Profiler Frame Debugger
- h) Gamesparks
- i) TileMap
- j) Physics
- k) Assetbundle

WORK EXPERIENCE

1) Cosigames : Junior Game Developer (7 Months)

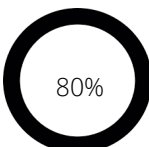
- a) David Villa Pro Soccer
Work done as a programmer
 - i) UI bug fixing
- b) Football Project :
Work done as a programmer
 - i) Reward System
 - ii) API integration for gamesparks backend
 - iii) Updating player data in the client
 - iv) Animating UI
 - v) Achievement,DailyLogin,Offer's,Store,Localization,Notification System
 - vi) Sound Integration

LANGUAGE PROFICIENCY



100%

Hindi/Gujrati *native*
Speaking,Reading, Writing, Understanding



80%

English *Secondary*
Speaking, Reading, Writing, Understanding

PORTFOLIO / PROJECTS



<https://sagarpatel2570.github.io>

<https://goo.gl/Ed5HQ4>

HOBBIES / INTERESTS

Coffee, Games , Sport's
Software,Travelling