



Sagar Patel

Game Play Programmer

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I'm a Unity Game-play 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 3.5 year's and have Complete Understanding of Platformer, Topdown, Match3, FPS Games

GAMEPLAY PROGRAMMER

Game Programming Consultant Team Ocean Games

08/2019 – Present

Bangalore

Achievements/Tasks

- Developed Topdown 2D Engine.
- Procedural Map Generation using tilemap
- Helped integrating character combat system

Game Programmer Nukebox Studio

07/2018 – 08/2019

Bangalore

Achievements/Tasks

- Developed Match 3 Engine with Level Editor for designers.
- Did Completed VFX with particle system .
- Added UI Navigation System with the help of state machine

Game Programmer Cosi Games

11/2017 – 07/2018

Bangalore

Achievements/Tasks

- Implemented Reward System.
- API integration using gamesparks service
- Updating player data in the client
- UI Animation
- Achievement, DailyLogin, Offers, Store, Localization, Notification System
- Sound System

UNITY

Unity3d

C#

CG/HLSL

UnityEditorScripting

GameDesign

VFX

Spine

Procedural Generation

Animation System

PERSONAL PROJECTS

Personal Prototype (01/2016 – 02/2018)

- These are the projects that I have build during my learning phase of game development

EDUCATION



CSE

Maharishi Markandeshwar University
Ambala

06/2014 – 12/2018

Courses

- B-Tech CSE

LANGUAGES

Hindi

Full Professional Proficiency

English

Full Professional Proficiency

INTERESTS

Games

Tech

Cycling

Sports

Travelling