Sagar Patel

Unity Gameplay Programmer

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PERSONAL STATEMENT

I'm a 22 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 1.5 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

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

SKILLS

01 Good at

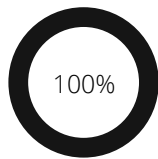|	
C#	**Intermediate**
Unity	**Intermediate**
Game Development	**Intermediate**
CG/HLSL	**Beginneer**
Unity Editor Scripting	**Beginneer**

02 Knowledge

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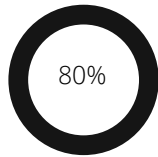
LANGUAGE PROFICIENCY

100% **Hindi/Gujrati** *native*
Speaking,Reading, Writing, Understanding

80% **English** *Secondary*
Speaking, Reading, Writing, Understanding

PORTFOLIO / PROJECTS

https://sagarpatel2570.github.io/portfolio/#

https://www.youtube.com/channel/UCDI0dlv8I2NMo_Jw

HOBBIES / INTERESTS

Coffee, Games, Sport's , Software,Travelling