

Sahil Kashyap

Game Programmer

+91-7096196679 • sahilkashyap78@gmail.com
<https://github.com/sahilkashyap78/>

Education

Program	Institution	Year of completion
B.E (Computer Engineering)	Government Engineering College Dahod	2020

Professional Experience

GameCrio Studios Pvt Ltd. (Senior Game Developer) <ul style="list-style-type: none">Currently working on the various 2D and 3D Games.Handling the team of Game Developers.	Feb 2022 - Present Ahmedabad
AIS Technolabs Pvt Ltd. (Unity Developer) <ul style="list-style-type: none">Handled the projects like Poker, Slot and RPG games.Worked on the Socket.Integrated SDK's like Firebase, Facebook, IAP.	April 2021 – Feb 2022 Ahmedabad
Timeloop Technologies Ltd. (Jr. Game Programmer) <ul style="list-style-type: none">Learned how Game-Engines Work.Created some small games in JavaScript.Learned the Unity Engine.Created a 3D FPS game during a training period in Unity.Created a Match Making Card game during a training period in UnityWorked in the development pipeline of a 2d Jigsaw Puzzle Game.	Sept 2020 – March 2020 Anand

Key Projects

Hack the Planet NFT Game Gamecrio Studios pvt ltd. <ul style="list-style-type: none">It's the 2D retro game for Android and IOS.Meta-Mask wallet integration for NFTs.Interacted with the user NFT wallet.	July 2022 – now
Stripes Arcade Game Gamecrio Studios pvt ltd. <ul style="list-style-type: none">It's the pipe flow-based game in which the player had to join the pieces in order to make a loop.Created the core algorithm and game mechanics.Had used a new Input system for Gamepad Integration.Handled the Game-Data using JSON.	Feb 2022 – June 2022

Ultimate Firelink Slot

Sep 2021 – Jan 2022

AIS Technolabs.

- Understands the structure of the slot game.
- UI Integration.
- Created the Spin and Auto-Spin Functionality for the Reels.
- Integrated the Firelink Round and the Free Spin round.
- Handled various Socket events.

EE Poker

June 2021 – Aug 2021

AIS Technolabs.

- UI Integration.
- Facebook and Google Login Integration.
- Worked on the Regular and Sit & Go tournaments.
- Handled various Socket events.

OH2 Poker

April 2021 – May 2021

AIS Technolabs.

- Understands the whole structure of the Poker Game.
- Worked and Handled various Socket events.
- UI Integration.

Jigsaw Feud

Dec 2020 – March 2021

Timeloop Technologies

- Working on the main Jigsaw Engine.
- This Jigsaw Engine will help the user to create the Jigsaw Puzzle of their selected Image or Uploaded Image.

3D FPS

Sep 2020 – Nov 2020

Timeloop Technologies

- Created the fully Functional FPS during the training period at Time loop Technologies.
- Learned to create reusable and extensible code.
- Programmed the Basic AI Logic for the Enemy Attacking.

2D Match-Making Card Game

Nov 2020 - Jan 2020

Timeloop Technologies

- Created a Memory Game in Unity
- User can select a two cards at a time if they match you will get the points.
- Had Learned the Touch Events of Android.

VR Flappy Bird

Jan -2020

Government Engineering College Dahod

- Created a clone of 2d Flappy bird in the Virtual Reality form.
- Learned the mechanics of the VR game.
- Learned the Google Card-Board SDK.

Awesome Knights RPG

Nov-2019

Personal Project

- Had worked on an RPG Project,
- Learned the Nav-Mesh, Animators, AI etc.
- Programmed a basic AI for Enemy Roaming and Attacking using Nav-Mesh Agent.

Skills and Tools

- 0 Languages: C++, C#, C, JavaScript
- 0 Tools: Unity, Vuforia, SourceTree, Github, Gitlab, Socket.IO, Plastic SCM.
- 0 SDK: Vuforia, Firebase, Facebook, IAP, Chain-Safe.
- 0 Text Editors & IDEs: Visual-Studio, Sublime Text, Eclipse

Course Work and Certifications (Udemy)

- 0 **2D Game Development:** Had learned to create 2d games and created a block breaker game and a space shooter game in unity.
- 0 **3D Game Development:** Had learned the basics of Unity3D, and created an FPS game in Unity.
- 0 **VR Game Development:** Had learned the basics of VR and created a simple hypercasual VR game with Google Cardboard SDK.