

Prateek Mehta

Bharat Vandana Apartment, South-West Delhi, India, 110075

(M) +91 9540439958 (L) +91 01145118356

prateek.mehta1992@gmail.com

stackoverflow.com/users/1234799/gles

Objective: Seeking full-time employment as a game developer to hold the responsibility of developing groundbreaking interactive games - allowing utilization of my current skills with opportunity to learn more

Summary of Qualifications

- A graduate in Bachelor of Technology with over 2 years successful experience in game development
- Developed and supported different genres: from casino to side-scrolling 2D and 3D platform games
- With good grasp of underlying concepts – authored international publication on computer graphics
- Possessing knowledge of back-end environments, and measures to create secure APIs. Improved application security for various clients by participating in VAPT testing of the games

Summary of Skills

- An experienced game developer with proficiency in Unity and Construct2 game engines
- With an artistic outlook, having knowledge of associated tools for audio, graphics and 3D authoring
- An advocate of reusable designs in code by implementing design patterns
- Proficient in supportive skills such as store management, cross-platform deployment and use of third-party plugins for implementing monetization, social services, UI development and multiplayer gaming

Professional Background

Game Developer 19Studios (July'15 – till date)

- Contributed to the under-developed multiplayer [Teen Patti](#) game in Q5. Implemented RPCs for bet, show, side-show features etc. and also integrated bots in the game. Project was a learning experience as adding the bot feature required redesigning the types as abstract, such as using Abstract-Network and Abstract-Action in place of Photon-Network and Multiplayer-Action respectively
- Learned other game engines and tools. Catered a new client from UK on the [PaperBoy](#) game that was developed using Construct2 engine. Also completed the [Juggle Up](#) trivia game created using Construct2 engine. All new projects in Q4 were well received and liked by the clients
- Developed the [Nara](#) game in Q3 (using Unity engine), a grand platformer with action genre. The client appreciated the gameplay, as well as the level design. It was a great learning experience
- Contributed to existing under-developed and completed games for release on other platforms (Android, iOS, Windows, etc.) with integrated monetizations in Q2. The highlight game during this phase was [White Slide](#). Other Unity games ported/published include Bullet Boy, Flump
- Planned, designed and developed the [Roulette3D](#) game in Q1 using Unity. The game was very well received during its testing stages due to the addictive nature of the gameplay

Game Developer Creatiosoft Solutions (Nov'14 – June'15)

- Contributed to the [Tyga – Kingin' World Tour](#) 3D platformer game in Q3. Learned Unity Mecanim and other critical aspects in 3D development pipeline, along with performance optimizations made using object pooling
- Contributed to the [Slots Fortune](#) game in Q2. Automated the game data creation for use as models using Unity Scriptable-Objects. Developed various features in slot machines, and also supported project-wide documentation and UI development. Learned build size optimizations by re-use of art assets using atlases, and using Spine-2D to replace sprite animations with skeletal animations
- Developed the [Thief Runner](#) platform game, and contributed to the 3D side-scrolling [Night Surfers](#) game in Q1. Developed the gameplay, and used XML to load levels in Thief Runner. Implemented the UI of Night Surfers, and added support for localization – both using NGUI

Publications

- Lead Author for “Learn OpenGL ES – For Mobile Game and Graphics Development”. The book is available for purchase at <http://www.apress.com/9781430250531>

- Lead Author for “Creating Google Chrome Extensions”. The book is available for purchase at <http://www.apress.com/9781484217740>

Additional Information

- Programming: C#, JavaScript, GLSL, Python 3.3, PHP 5.3 / MySQL
- Technologies: HTML / CSS 3, OpenGL ES 2.0, Android SDK
- Tools: Git, SmartSVN, Eclipse, Xcode (IDE, Instruments, Organizer, etc.)
- Platforms: Windows XP/7/10, Linux CentOS 6.3, Mac OS X Yosemite/El Capitan
- Fundamentals: OOP and Design Patterns, Source Control, Data Structures, RDBMS
- Graphics: GIMP, Inkscape, Photoshop, Illustrator, Blender, Spine-2D
- Audio: FL Studio 10, Audacity
- Engines: Unity, Construct2

Academic Background

Year	Qualification	University / School	Subjects	CGPA / %
2014	B.Tech. I.T	Indraprastha University (Delhi, India)	Applied Mathematics OOP using C++ & Java Software Engineering Algorithm Analysis & Design Computer Graphics Operating Systems Digital Circuits & Systems Computer Architecture	70.01
2010	XII - CBSE	St. Gregorios School (Delhi, India)	Physics Chemistry Mathematics Computer Science	75.1
2008	X - CBSE	St. Gregorios School (Delhi, India)	Physics Chemistry Biology Mathematics Sanskrit Computer Science	85.3
Academic Awards	<ul style="list-style-type: none"> ▪ Corona Science Quiz: Secured 1st Position (10th Std.) ▪ National Science Talent Search Examination: Secured All-India-Rank 2377 (9th Std.) ▪ Nationwide Interactive Science Olympiad: Secured All-India-Rank 67 (9th Std.) ▪ 9th Std.: Awarded medal for securing the first rank ▪ Interschool Eco-Quiz: Secured 1st Position (8th Std.) ▪ NIIT Computer Quiz Contest: Secured “A” grade (6th Std.) ▪ Junior UN Information Test Certificate: Secured 67% (5th Std.) 			