

# HET SHAH

shahhet11@gmail.com | [Website](#) | [LinkedIn](#) | [GitHub](#) | (747) 588-3898 | Los Angeles, CA

## EDUCATION

Masters in Computer Science, California State University, Northridge  
Bachelors in Computer Science, Gujarat Technological University, India

August 2021 - May 2023  
August 2014 - May 2018

## TECHNICAL SKILLS

- **Languages & Databases:** C#, C++, Java, Python, MySQL, MongoDB
- **Game Engines and other tools:** Unity, Unreal, Git, Perforce, Plastic-SCM, Docker, Azure Data Studio
- **Frameworks:** ASP.NET MVC, Photon, ML-agents, React, Node.js, Tensor-Flow, CUDA
- **Web Technologies & Cloud:** HTML5, CSS, JavaScript, AWS (EC2, S3, Redshift)

## WORK EXPERIENCE

**Gameplay Engineer Intern | Refactor Games | Los Angeles**

**May 2022–August 2022**

- Collaborated with core Engineering team to implement new gameplay features in Football-Simulator project.
- Modernized and Refactored existing code-base to improve performance in gameplay Frame-rates by **35%**.
- Improved code efficiency by fixing 100+ P4V diagnosed bugs through code refactoring.

**Software Engineer | Dweek Studios | India**

**September 2019 – May 2021**

- Upgraded digital learning bundles of Interactive Educational games and Simulation Experiences.
- Facilitated brand consistency and enhanced the product's application by adding 5 reusable design pattern components and functionality that led to increase in overall efficiency and transparency by **20%**.
- Modified existing legacy code base to resolve critical bugs, upgrade User Interface and improve **performance** which executed **3x** faster altogether utilizing JIRA to keep track of issues and analyzing progress using Agile methodology.

**Software Engineer | iDivine Creation Technologies | India**

**December 2017 - August 2019**

- Led the development of online Multi-player shooter games from scratch using Unity 3D, C# and Photon.
- Optimized and solved logical, functional, designing, and computational errors by using Profiler, Static and Dynamic Batching, Occlusion Culling, Baked Lights and Object Pooling to maximize performance by achieving over 60+ FPS.
- Engaging with updated builds and patches to identify and report on gameplay-performance, graphics settings, VFX, UI/UX and replay-ability resulting in **40%** more productivity time for bug fixing.

## PROJECTS

**[Football-Simulator](#) | Refactor Games | C#, Unity 3d, Microsoft GDK, Perforce, Steam Input**

- Pioneered the development of Multiplayer co-op, Team Select and Dynamic D-pad player-position modifier, some of the marquee features for the title.
- Engineered tweaking in the replay system through serialization of transform coordinates and saving them per frame.
- Streamlined in-game player switching algorithm from Round Robin to Nearest Neighbor cardinal direction system which led to an improved gaming experience.

**[My School by BubbleBud Kids](#) | Dweek Studios | C#, Unity 3d, Android SDK, Xcode**

- A creatively designed digital curriculum for the kindergarten students mapped with international preschool curriculum which also has over a 100 of Learning Games, Puzzles, Interactive Stories.
- Implemented features such as marking attendance, generating and displaying reports for children and tutors. Revamped application structure by implementing addressable asset system which optimized a lot of memory and increased startup time by **30%**.
- Performed integration of all the existing data, features and records of 5 different Preschools mapped with International Curriculum in the newer version altogether maintaining a scalable code.

**Virtual Expo | Dweek Studios | C#, Unity 3d, WebRTC, Android SDK, Xcode, WebGL, Git**

- Authored implementation of in-app video/audio call and texting feature using WebRTC.
- Designed an interactive and complex dashboard system, implemented user authentication via O-auth 2.0

**[Mini Shooters](#) | iDivine Creation Tech. | C#, Unity 3d, Photon, Android SDK, X-code**

- Built a competitive FPS game for Android and IOS with 6 different modes for LAN and Online Multiplayer which has **100k+** downloads.
- Programmed core game-play logic, game-mechanics, in-game UI, character controller and animations, weapon select system, apparel inventory system, player profile, achievements, daily-bonuses and challenges.
- Writing and maintaining engine Plugins and external tools such as: Login, Share, Invitations (Facebook SDK), In-app purchase, Google Mobile Ads, Photon Unity Networking.

**NLP Disaster Tweet | CSU, Northridge | Python, Google-Colab, GloVe, Git**

- Operated on dataset provided by Kaggle which consists of Tweets, Keywords, Location and Target value.
- Devised GloVe, a vectorization technique to contextualize words for classifying tweets with an accuracy of 86%.

**Chess Engine | CSU, Northridge | Unity 3D, C#, Git**

- Demonstrated the implementation of "Chess" using game-tree algorithms ( $\alpha$ - $\beta$  pruning and minimax) which conceptualized a suitable algorithm that can take advantage of parallel processing which reduced the execution by **50%** less computational time with the help of  $\alpha$ - $\beta$  Algorithm.