

HET SHAH

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SUMMARY

Application Game/Software Developer with 3+ years of professional work experience currently pursuing Graduate Studies in Computer Science. Hands-on experience in Software Development Life Cycle, Design Patterns, Object Oriented Programming, Data Structure and Algorithms, Databases, Cloud platforms, Game Development, Multiplayer-Network programming and Machine Learning in Games using Unity 3d Engine.

CORE COMPETENCE

- Software Development and Testing
- Data Structure and Algorithm design
- Software and Database design
- Object Oriented Design and Analysis
- Full-Stack Web Technologies
- Cloud Platforms
- Core Game Development
- Multiplayer Programming
- ML-Agents/ AI Nav Mesh (A* path finding)
- UI/UX
- Game - Level Designing
- Unity Game Development Life Cycle

PROGRAMMING LANGUAGES AND TOOLS

- Languages: C#, Java, Python, PL/SQL
- Databases: MySQL, PostgreSQL, MongoDB
- Front End: HTML5, CSS, JavaScript, XML, XAML
- Version Control: Git, Unity Collab
- Cloud Platforms – AWS, Azure
- Test/Build Tools – Gradle, Maven, Jenkins, GitLab
- Methodologies: Agile-Scrum, Waterfall
- Other Tools: Docker, Unity3D, Visual Studio Community, VS Code, Glitch.io`

WORK EXPERIENCE

Game Developer | Dweek Studios | Ahmedabad, India

May 2020 – May 2021

- Part of the team working on 3D game application of various genres which includes Multiplayer, Hyper-Casual, Simulation and Turn-Based games which are being used by thousands of active users across the globe.
- Monitored, reviewed, and converted project requirements into application systems specifications.
- Aided team on devising, incorporating, and enhancing several features into the projects.
- Modified existing legacy code to resolve critical bugs, upgrade interface, improve performance and enhance further.
- Collaborated with team members to develop critical Game/Software quality processes to deliver high quality Game products that meets the requirements of ISO standards and customers.
- Responsible for programming of assigned module of several projects in specific timeline.
- Working closely with supervisor and other team members to ensure timely milestone-based deliveries.

Project – Poker Live (Android, iOS)

- Environment: [Unity 3D, C#, Visual Studio, Photon(Multiplayer), Web-RTC, Android SDK, XCode]
- A classic online Multiplayer Poker Game to play with friends over the multi-player network, which had a special feature of in-Game Video Calling with a variety of Camera Filters to apply with Enhanced certain image processing algorithms to improve the Image quality.
- Implemented new features, added new functionalities such as integrating Google Ads, Facebook Connectivity, In-App Purchases.

Project – Bubble Buds Kids (Android, iOS)

- Environment: [Unity 3D, C#, Visual Studio, 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.
- I developed a feature to generate and display Reports of children remarked by tutors.
- Took complete responsibility of integrating all the previous data, features and records of 5 different pre-schools in the newer version altogether maintaining a scalable code.
- [Link](#) to Google Play Store

Project – Virtual Expo (Android, iOS, Web-GL)

- Environment: [Unity 3D, C#, Visual Studio, Web-RTC, Android SDK, XCode]
- A 3D virtual exhibition based application focused mainly in providing the User to broadcast their products and company agenda via placing a Interactable Stalls and Banners in 3D Space.

Project – Castle Attack (Android, iOS, Web-GL)

- Environment: [Unity 3D, C#, Visual Studio, Android SDK, XCode]
- Castle Attack is a 2D physics based Casual Game in which Player has been equipped with a Catapult which can throw Rocks and Arrows on Castle in a predicted Trajectory of a projectile motion to destroy the castle and complete the level. It comprises of 3 different ages (Medieval, Modern, Future) and as per the era we progress in the game there are new unlockable characters and new customizable weapons.

Free Lance Game Developer | Crazy Pelican Games Inc | Torrance, California

August 2019 – December 2019

- Optimized and solved logical, functional, designing, and computational errors within the application.

Project - Poker Tiles (Android, IOS)

- Developed a 2D board game with unique combination of Scrabble and Poker for Android/iOS platforms.
- Modified existing game to correct code errors, upgrade interface, improve performance and enhance further.
- Friend Leaderboards design and implementation using Google Analytics and Firebase.
- Social Networks integrations: Login, Share, Invitations, Friends (Facebook SDK)

Game Developer | iDivine Creation Technology | Ahmedabad, India

Dec 2017 – May 2019

- Worked on online multiplayer shooter games in Unity 3D by utilizing C# as a scripting language and Visual Studio as IDE.
- Optimized and solved logical, functional, designing, and computational errors within the application.
- Programmed, executed, and maintained scalable application code.
- Worked closely with supervisor and other team members to ensure timely milestone-based deliveries.
- Performed Functionality, Compatibility and Regression tests with quick turnarounds, resulting in more time for improvement and bug fixing.
- Performed build operation for Android and iOS platform using Android SDK and XCode, solved post build errors.
- Worked on core game mechanics, UI implementation, Level Designing, FPS-TPS Character Controller and animations.

Project – Modern Force Multiplayer Online (Android, IOS)

- Environment: [Unity 3D, C#, Visual Studio, Photon, Android SDK, XCode]
- Started project from scratch, worked on core Game play logic, UI implementation, FPS Multi-player Character Controller using Photon (PUN), Unique Weapon-System (includes upgrades and skins), Apparel Selection, 3rd Person Character Animations (with Ragdolls) and Textures,.
- Implemented Gameplay Mechanism, UI/UX, Multiplayer-Network , native plugin integration.
- Programmed, executed, and maintained scalable application code.
- Performed Functionality, Compatibility and Regression testing with quick turnarounds, resulting in more time for improvement and bug fixing.
- Engaging with updated builds and patches to identify and report on performance, graphics settings, text edits, user experience and replay-ability.
- [Link](#) to Google Play Store.

OTHER PROJECTS

Robo Sci-Fi Neon

- Slow-Mo, Variety of Guns, Particle Effects, Demo- Prototype, Ferocious AI, Neon Themed 3d Survival Game, Gameplay Mechanics like a popular game named "Super-Hot"
- A survival Robo Sci-Fi Game significantly developed with a full-fledged user experience and eye-pleasing graphics.
- Focused on developing smart enemy AI, achieved this goal using Nav-mesh, waypoints, and A* path finding.
- Survive by eliminating Enemy AI with a set of various kinds of weapons
- [Link](#) of the gameplay

EDUCATION

- **Master of Science in Computer Science**
California State University, Northridge

Fall 2021 – ongoing

- **Bachelor of Technology in IT Engineering**
Ganpat University - Ahmedabad, India

Fall 2014 - Summer 2018