

# HET SHAH

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[Portfolio](#)

## Education

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**California State University, Northridge**

*Master of Science in Computer Science*

**Aug. 2021 – May 2023**

*Northridge, CA*

**Ganpat University, Mehsana**

*Bachelor of Technology in Information Technology*

**Aug. 2014 – May 2018**

*Mehsana, India*

## Technical Skills

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- **Languages:** Python, Java, C#, PL/SQL
- **Database:** MySQL, SQLite, MongoDB
- **Working Platforms:** Unity Engine, Docker, Postman, Jira
- **Frameworks:** Hadoop, Spark, WordPress, Photon, ML-Agents
- **Web Technologies:** HTML/CSS, JavaScript, SQL
- **Cloud Platforms:** AWS, GCP
- **Methodologies:** Agile-Scrum, Waterfall
- **Version Control:** Unity Collab, Git

## Experience

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**Dweek Studios** *Game Developer, India*

**May 2020 – April 2021**

- Developed games for Android, iOS and WebGL platforms for various genres which includes Multiplayer, Hyper-Casual, Simulation and Turn-Based games which has thousands of active users.
- Monitored, reviewed, and converted project requirements into application systems specifications.
- Modified existing legacy code to resolve critical bugs, upgrade interface, improve performance and implement features.
- Utilized Jira to keep track of issues and analyzing project progress with the help of Agile Methodologies.
- Increased team's overall productivity by 40%, increased user-base retention by 10%

**iDivine Creation Tech.** *Full Stack Game Developer, India*

**Dec 2017 – Aug 2019**

- Developed online multiplayer shooting games for Android and iOS platform in Unity 3D by using C#.
- Optimized and solved logical, functional, designing, and computational errors to maximize Game's performance.
- Used Profiler, Static and Dynamic Batching, Occlusion Culling, Baked Lights, Object Pooling for optimizing techniques which helped in achieving better FPS.
- Programmed, executed, and maintained scalable application code and 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.

## Projects

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**Bubble Buds Kids | Dweek Studios | India | 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.
- Implemented features such as marking attendance, generating and displaying reports for children and 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.

**Virtual Expo | Dweek Studios | India | Unity 3D, C#, Visual Studio, WebRTC, Android SDK, XCode, WebGL**

- A 3D virtual exhibition based application focused mainly in providing the User to broadcast their products and company agenda via placing an interactable Stalls and Banners in 3D Space.
- Designed and Implemented in-app video/audio call and text messaging feature using WebRTC.
- Designed interactive and complex dashboard system, implemented user authentication via Oauth 2.0

**Modern Force | iDivine Creation Tech | India | Unity 3D, C#, Visual Studio, Photon, Android SDK, XCode**

- Developed a competitive FPS game for Android iOS with 6 different game modes for LAN and Online Multiplayer, which has 100k+ downloads.
- Developed core game-play logic, UI, Character Controller, TPS Character Animations, Weapons system, Apparel Inventory System, player profile stats, achievements, daily bonuses and challenges.
- Plugin integration: Login, Share, Invitations, Friends (Facebook SDK), In app purchase, google mobile ads, Photon Unity Networking (PUN).

**Poker Live | Dweek Studio | India | Unity 3D, C#, Visual Studio, Photon, WebRTC, Android SDK, XCode**

- A classic online Multiplayer Poker game to play with friends over the internet, which had a special feature of in-Game video calling with a variety of camera filters.
- Implemented general functionalities which includes UI/UX dev, integrating Google Ads, Facebook Connectivity and IAP.