John Doe

Game Developer

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Summary

Creative and detail-oriented Game Developer with a strong background in Unity and Unreal Engine. Experienced in designing gameplay systems, optimizing performance, and collaborating with cross-functional teams to deliver engaging, high-quality experiences. Passionate about crafting immersive gameplay and interactive worlds.

Technical Skills

- **Game Engines:** Unity 3D, Unreal Engine 5, Godot
- **Programming Languages:** C#, C++, Python, Blueprints
- **Tools & Platforms:** Blender, Git, Perforce, Visual Studio, Jira, Trello
- **Specializations:** Gameplay Programming, Physics Systems, AI Behavior, Shader Development, UI/UX Integration

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Professional Experience

Game Developer | PixelForge Studios
Jan 2022 – Present | Remote - Developed gameplay systems and mechanics for a 3D action-adventure game using Unity. - Implemented AI pathfinding and combat logic using NavMesh and Behavior Trees. - Optimized frame rates by 30% through performance profiling and asset compression. - Collaborated with designers and artists to align gameplay experience with creative vision.

Junior Game Programmer | DreamArc Interactive
Aug 2020 – Dec 2021 | Pune, India - Coded core gameplay features and player controls for an Unreal Engine multiplayer title. - Integrated animations using blend trees and blueprints for seamless motion transitions. - Wrote reusable scripts to handle in-game events and environment triggers.

Education

B.Tech in Computer Science
MIT World Peace University, Pune – 2020

Projects

Galaxy Runner *(Unity 3D)* – Endless runner mobile game with procedural generation.
Lost Realms *(Unreal Engine 5)* – Third-person fantasy RPG prototype with combat AI.
Voxel Builder *(Godot)* – Minecraft-style voxel sandbox built using ECS architecture.

Achievements

- Winner, Indie Game Jam 2023 (Unity Category)
- Featured on Itch.io for 'Best Visual Design' – Galaxy Runner

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Interests

Game Physics • Narrative Design • Open Source Tools • AR/VR Development