

SPANDAN PATEL

GAMEPLAY PROGRAMMER - GAME DEVELOPER - SOFTWARE DEVELOPER

CONTACTS

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Github

<https://github.com/spandan-patel>

TECHNOLOGIES

Game Engine

Unreal Engine, Unity Engine

Programming Language

C++, C#, Python, Java

Version Control

Git, GitHub

IDE and Tools

Visual Studio, VS Code, Eclipse, Photoshop, Blender, Jira

CONCEPTS

Object Oriented Programming

Multiplayer Gameplay System

Data Structure and Algorithm

Linear Algebra and 3D Math

Rapid Prototyping

Memory Management

Multi-Threaded Programming

UI Frameworks

Finite State Machine

Behavior Tree

PROFILE

A Game Developer with professional experience working in multiplayer games. A Game Developer who loves creating different mechanics of games. Enthusiasm in math, programming, and creativity helps to create different prototypes of gameplay mechanics. Always eager to learn new things by creating those prototypes.

WORK EXPERIENCES

Game Developer Intern

Sept 2021 - Dec 2021

CYA Live, Toronto, Canada

- Implemented the gameplay mechanics of multiplayer board game using custom websocket API in Unity Engine.
- Optimized the code structure and workflow of multiplayer game by limiting data transfer to reduce workload on server by 30%.
- Collaborated closely with other Developers and Designers to deliver better and engaging gameplay to make game more interesting.
- Animated UI components with Easing Tools for better visual feedback.
- Iterate, test and update mechanics and UI of the game as per design requirements.
- For more information [Click Here](#).

Software Developer

Sept 2019 - Nov 2020

Softvan Pvt Ltd, Ahmedabad, India

- Collaborated with the other developers and Front-end Team to build the .NET WPF application with Entity Framework to build system.
- Involved in complete Life Cycle of applications including Analysis, Architecture, Design, Development, and Testing.
- Used Object Oriented Design Patterns to optimize the application and increased performance by 20-25%.
- Contributed with team members using version control systems such as Git and Github, and used JIRA for the assignment/tracking of stories and tasks.

EDUCATION

Game Programming Fast-Track

Jan 2021 - Dec 2022

Advance Diploma - Centennial College, Canada

Computer Engineering

2015 - 2019

Bachelor of Engineering - Kadi Sarva Vishwavidhyalaya, India

PROJECTS

[Click Here](#) to go to portfolio website to see personal projects.