

# SPANDAN PATEL

GAMEPLAY PROGRAMMER - GAME DEVELOPER

## CONTACTS

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### Email

spandan12patel10@gmail.com

### Website

<https://th3m3ss1.github.io/>

### LinkedIn

[linkedin.com/in/spandan-patel](https://www.linkedin.com/in/spandan-patel)

## SKILLS

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### Game Engine

Unreal Engine, Unity Engine

### Programming Language

C++, C#, Python, Java

### Version Control

Git, GitHub

### Other Software

MS Visual Studio, Photoshop

## ABOUT ME

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Gameplay Programmer who loves creating different mechanics of games. Enthusiasm in math, programming and creativity helps for trying and creating different prototypes of gameplay mechanics, and try to learn new things from those prototypes.

## WORK EXPERIENCES

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Sept 2021 - Dec 2021

**Game Developer Intern**

**Cya Live**

- Implement the gameplay mechanics of multiplayer board game using custom websocket API in Unity Engine.
- Optimize the code structure and workflow of multiplayer game to reduce workload of data handling on server.

## EDUCATION

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Jan 2021 - Present

**Game Programming Fast-Track**

**Advance Diploma, Centennial College, Canada**

2015 - 2019

**Computer Enginerring**

**Bachelor of Engineering, LDRP Institute of Technology and Research, India**

## PERSONAL PROJECTS

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**Click Here** to go to portfolio website to see personal projects.