

SPANDAN PATEL

GAMEPLAY PROGRAMMER - GAME DEVELOPER

CONTACTS

Email

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Website

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SKILLS

Game Engine

Unreal Engine, Unity Engine

Programming Language

C++, C#, Python, Java

Version Control

Git, GitHub

Other Software

MS Visual Studio, Photoshop

ABOUT ME

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

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.
- For detailed information **Click Here**.

EDUCATION

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

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