SPANDAN PATEL

GAMEPLAY PROGRAMMER - GAME DEVELOPER - SOFTWARE DEVELOPER

CONTACTS

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Github
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TECHNOLOGIES

Game Engine
Unreal Engine, Unity Engine

Programming Language
C++, C#, Python, Java

Version Control
Git, GitHub

IDE and Software
Visual Studio, VS Code, Eclipse, Photoshop, Blender

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 to reduce workload on server.**
- **Animated UI components for better visual feedback.**
- **For more information Click Here.**

Software Developer   **Sept 2019 - Nov 2020**
Softvan Pvt Ltd, Ahmedabad, India
- **Collaborated closely with the other developers to build the .NET WPF application with Entity Framework.**
- **Involved in complete Life Cycle of applications including Analysis, Architecture, Design, Development, and Testing.**

EDUCATION

Game Programming Fast-Track   **Jan 2021 - Dec 2022**
Advance Diploma, Centennial College, Canada

Computer Engineering   **2015 - 2019**
Bachelor of Engineering, LDRP Institute of Technology and Research, India

PROJECTS

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