

Senior game developer resume

Career Objective & Summary of Experience

- ❖ As an enthusiastic and ambitious Game Developer with creative flair, to achieve organizational objectives by blending my knowledge and to develop the best by implementing the latest cutting-edge technologies of the game industry.
- ❖ Overall 6+ Years of work experience, in which having 4+ years of experience in Game Development & 3d simulation, 2 years in System Network Admin.
- ❖ Developed, designed & Published 14 Games for Android/IO'S and Web Platforms.
- ❖ Author of 5 complete game source tutorials for smart mobile phone's using Unity3d.
- ❖ To Design and Develop AAA Game Titles for IO'S /Android/consoles.
- ❖ To work for a company and climb the corporate ladder to the highest position possible

Educational Qualifications

- ❖ Bachelor of Technology in Computer Science Engineering from Pune University)
- ❖ Intermediate (Math's, Physics & Chemistry)

Work Experience

- ❖ Working as Game Programmer in T Mobile India Pvt. Ltd, Hyderabad, since January 2010
- ❖ Worked as a 3d Programmer at Inphinity Pvt Ltd, Hyderabad from Jul 2008 to Dec 2009.
- ❖ Worked as Networking Administrator at Helix-e Technologies, Hyderabad from Aug 2007 to Jul 2008.

Software Skills

Languages	: C, C++, C#, Core JAVA, JavaScript, .Net, HTML, XML,J2ME
Tools	: Unity3d , Maya, 7.0, Photoshop, MS Office.
Operating Systems	: Mac OS Lion, Windows 7, Ubuntu.
Sdk's	: Ad-mob, facebook, twitter, vuforia AR.

Project in chronological order

Project 1:

Project Title	:	Destroyer – 3d plane shooting game
Tools & Skills	:	Unity3d, Java Script, android sdk, xcode 4.0
Duration	:	2 weeks
Team Size	:	1
Role	:	Gameplay Designer & Developer

Description:

Destroyer game is a complete 3d jet plane shooter game project for Unity3d Asset store, supports android/IO'S and PC versions. This package is designed to aim for new Unity3d learners. This package will shorten the development time for creating new 3d plane shooter game ,project features Enemy AI, Display HUD, and special effects.

Package Link <http://u3d.as/2wb>

Project 2:

Project Title	:	Adrenaline Crew
Tools & Skills	:	Unity3d, Java Script, C#, android, sdk, xcode 4.0
Duration	:	4 Months.
Team Size	:	3
Role	:	Developer, Level Designer

Description:

Adrenaline Crew is 3d Motorbike racing game for IO'S and Android, designed and developed with unity3d, Game Features, Racing Achievements, new bikes unlock mechanism and advanced Bike Physics.

Game App link <http://goo.gl/dOXA8>

Project 3:

Project Title	:	X-Racers
Tools & Skills	:	Unity3d, Java Script, C#.
Duration	:	2 Months.
Team Size	:	1
Role	:	Gameplay Designer & Developer

Description:

X-Racers is a 3d racing game for web, Designed and Developed with Unity3d and Maya. Project had several features, mainly Player Car physics with unity wheel collider, waypoint based AI car navigation and Ranking the Position of car in the Circuit.

Game link : <http://goo.gl/ibeAZ>

Project 4:

Project Title	:	MindMaze (Working Title)
Tools & Skills	:	Unity3d, C#, Nite – OpenNI C# wrapper
Duration	:	4 Months.
Team Size	:	4
Role	:	Developer

Description:

Mind Maze is working title of new Medical Software, which helps the Mentally Challenged patients. Project is take input from depth sensor Devices like Xbox 360, Kinect, Asus motion capture and display to Dynamic charts in Unity3d. This simulation features different scenes of objects interaction with patient.

Project 5:

Project Title	:	Dino Picker
Tools & Skills	:	Unity3d, C# .
Duration	:	1 Month.
Team Size	:	6
Role	:	Programmer

Description:

Dinopicker Is free android/IO'S game, designed with unity3d using c#

Link: <http://goo.gl/8Zh8o>

Project 6:

Project Title	:	Moon's Revival
Tools & Skills	:	Unity3d, C#.
Duration	:	3 Months.
Team Size	:	6
Role	:	Programmer

Description:

Moons Revival is an android/IO'S game, designed with unity3d using c# .
Game is 2.5D side scrolling ,game has 5 different kind enemy AI .

Link: <http://goo.gl/VS8dD>

Project 7:

Project Title : Wind Turbine
Tools & Skills : Unity3d, C#.
Duration : 2 weeks.
Team Size : 5
Role : Programmer

Description:

Wind Turbine is and 3d simulation project, I worked as a part time
programmer job at cat technologies Hyderabad.

Project 8:

Project Title : Last over –Cricket
Tools & Skills : Unity3d, C#.
Duration : 4 Months.
Team Size : 5
Role : Programmer

Description:

Last Over is 3d cricket game, player had to repeat the exact score previously
matches. Developed for /IO'S And Android

Project 9:

Project Title : Arihant
Tools & Skills : Unity3d, C#.
Duration : 1 Month.
Team Size : 3
Role : Programmer

Description:

Arihant is 2d submarine shooting game for android and iphone.game has
some nice backgrounds and characters will give user to an unique
experience of shooting 2d style in underwater seas. BOSS fights AI is based
on player shooting movements, which was new experience for me.

Link: <http://goo.gl/NORBP>

Project 10:

Project Title : FruitNCut
Tools & Skills : Unity3d, C#.
Duration : 1 Month.
Team Size : 2
Role : Gameplay Designer & Developer

Description:

FruitNcut is clone game of fruit Ninja, developed and designed to teach other new Game Developers who want to develop game with unity3d ,and how game control will take place from one state to other, it is available at Unity3d asset Store, best useable for new game Developers.

Link: <http://u3d.as/3pR>

Project 11:

Project Title : Stump IT
Tools & Skills : Unity3d, C#.
Duration : 3 Month.
Team Size : 6
Role : Programmer

Description:

It's a wicket keeper based game. Player has to catch the ball and stump it to wickets. Games is for android and IO'S,it features facebook and twitter sdk integration ,where player can post their score to social media.

Link: <http://goo.gl/5qeH5>

Project 12:

Project Title : Strike A Can
Tools & Skills : Unity3d, C#.
Duration : 1 Month.
Team Size : 2
Role : Programmer

Description:

Strike can's with some basketballs concept. Physics based game. Game is inspired from canKonckDown game .

Link: <http://goo.gl/IDKFfa>

Project 13:

Project Title : Bumble Bee
Tools & Skills : Unity3d, C#.
Duration : 1 Month.
Team Size : 2
Role : Programmer

Description:

BumbleBee is my first 2d game with 3d objects .2d look and feel is achieved with unity3d orthographic projection .and UI is rendered with separate UI cameras

Link: <http://goo.gl/L1W6s>

Project 14:

Project Title : Love Ninja
Tools & Skills : Unity3d, C#.
Duration : 1 Month.
Team Size : 2
Role : Programmer

Description:

Love ninja ,is an slice n avoid game for android and ios .heart shapes will be flying on screen ,and player has to slice the heart shapes and avoid beer bottles.

Link: <http://goo.gl/DMMnL>

Project 15:

Project Title : Sky Attack
Tools & Skills : Unity3d, C#,JavaScript
Duration : 1 Month.
Team Size : 2
Role : Programmer

Description:

Sky attack is an endless battle game, where player has to shoot incoming planes,and avoid them.

Link: <http://goo.gl/EvsCs>

Project 16:

Project Title : Sky Attack 2
Tools & Skills : Unity3d, C#, JavaScript
Duration : 1 Month.
Team Size : 2
Role : Programmer

Description:

Sky attack 2 is an 2.5d game ,designed and developed to cover almost every control state of a endless shooting game .

Link: <http://goo.gl/jXHWh>

Areas of Interest

- ❖ Learning new innovations in 3D Design/features/ from forums blogs and regarding new 3D Style rendering in OPEN GL, DirectX Shaders.
- ❖ Trying to create AAA titles in Maya
- ❖ Research in software rendering for games and software UI frontend

Personal Strengths

- ❖ Competitive, analytical and good communication skills
- ❖ Effective documentation and presentation skills
- ❖ Initiative, a proactive approach to problem solving
- ❖ Ability to work under pressure and on certain tight schedules