

# SUNIL SAPKOTA

Game & Web Developer . Gandaki, Nepal . [therealsunx@gmail.com](mailto:therealsunx@gmail.com) . [therealsunx.github.io](https://therealsunx.github.io)

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## Summary

A programmer with passion for solving problems with code. Decent experience in making games, game & physics engines, web apps and tools like text editors.

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## Skills

- Game Development (Unity, C#, C++, Python)
  - Web Development (React, Nextjs, Threejs, Fiber)
  - Shader (GLSL, HLSL, Graph Shader)
  - Engine Development (2D and 3D physics, ECS)
  - Desktop App Development (C, C++)
  - 3D Modelling and Animation (Blender)
  - Pixel art and Animation (Aseprite)
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## Projects

- **trvim** - is a text editor, built in C. It is similar in operation to vim and supports features like syntax highlighting, split screen view, buffer-view based file editing, etc.
  - **PhysX-2D** - is a cross-platform game/physics engine library developed from scratch in C/C++, that provides window management, sprite rendering, textures & shaders loading, physics-system handle as well as inbuilt Entity Component System.
  - **Endless** - is a 3D endless arcade/adventure flight game, with dynamic environment generation providing thrilling gameplay.
  - **Edge-Of-Space** - is a 2D arcade classic, perfect for passing time with some action.
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## Relevant Experience

### Web Developer @MarginTop Solutions since Nov 2023

- Developed interactive and responsive websites for clients using different frameworks like React, Next.js.
- Developed 2D and 3D configurator-based web products using THREE, Fiber and Konva.
- Collaboration with backend engineers, designers and project managers to develop qualitative websites.
- Gained proficiency in modern frontend development frameworks and API integration.
- Setting and maintaining Continuous Integration/Continuous Deployment (CI/CD) pipelines for products.

### Software Engineering virtual experience program @Electronic Arts on June 2024

- Proposed a new feature for the Sims 4 and wrote a Feature Proposal describing to other stakeholders.
  - Built a class diagram and created a header file in C++ with class definitions for each object required in the feature.
  - Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure.
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## Education

- Bachelor's Degree in Computer Engineering : Tribhuvan University : 2021-2025 (undergoing)
  - High school : Madhyabindu Multiple Campus : 2021
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## Certifications

- EA software engineering virtual Job Simulation Completion Certificate
- Executive Member tenure completion in Robotics Club, WRC

*\*Note: Check out [therealsunx.github.io](https://therealsunx.github.io) for more information*