SUNIL SAPKOTA

Game & Web Developer . +9779800742479 . Gandaki, Nepal . therealsunx@gmail.com . therealsunx.github.io

Summary

A skilled game developer with a strong focus on crafting custom engines and launching games using Unity with C# and C++, alongside experience in frontend development.

Skills

- Game Development in Unity with 3+ years of experience
- Decent knowledge of C# programming
- Game and Desktop development with C++
- Mobile game development
- Game engine development
- 3D modeling with Blender
- 2D pixel art and Sprite animation with Aseprite
- Frontend development using HTML, CSS, JS, React, and Next.js
- Web graphics: THREE, Fiber and Konva

Relevant Experience

Indie Game Developer *since April 2021*

- Designed and developed a flight adventure game, EndLess, using Unity + C# and Blender for creating assets, and released it on Google Playstore
- Designed and developed an arcade dash game, Edge of Space, using Unity + C#, and released it on Google Playstore
- Developed own game engine library PhysX-2D from scratch in C++, using OpenGL for rendering, custom Entity Component System (ECS) and 2D physics solution
- Designed custom 2D and 3D game assets
- Decent experience on Procedural animation, Sprite Animation and Skeleton Animation

Other 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.
- Led frontend team to enhance products quality and performance.
- 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.

Education

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

Certifications

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