Tarang Soni

GAME DEVELOPER

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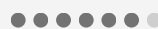in https://www.linkedin.com/in/tarang-soni-08215a190/

PROFILE

I am a Game Developer, ready to get new experiences and learn from it. I love to work with teams and have a keen interest in creating games. I have 1.5 years of work experience in creating 2D as well as 3D games.
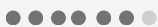
SKILLS

Unity3D
● ● ● ● ● ● ○

 C#
● ● ● ● ● ● ○

PixiJS
● ● ● ● ● ● ○

JavaScript
● ● ● ● ● ○ ○

WORK EXPERIENCE

ASSOCIATE GAME DEVELOPER

YsecIT Softwares   June 2022 - July 2023

- Utilised pixiJS to work on a number of web games.
- Was in charge of the project's whole development.
- Was the sole developer for developing a new framework for the existing engine.

GAME DEVELOEPER INTERN

NeoMarche   Oct 2021 - Nov 2021

- Worked on a Metaverse based project.
- Was responsible for the whole development of the project.

GAME DEVELOPER INTERN

Unitile Studios   April 2021 - August 2021

- Worked on several different client projects.
- The projects were based on school biology subjects.
- Handled studio development activities including pitching to publishers and developing infrastructure.
- Collaborates with Creative Director on special Projects.

FREELANCE:

Healthy Puzzle: Worked on the whole development part of the game.

FREELANCE CONTRACTOR - GAMEPLAY PROGRAMMER
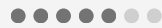
NNM LABZ   July 2023 - Present

- Collaborated in brainstorming sessions, contributing innovative ideas to the game design and mechanics, ultimately enhancing the game's creative direction.

- Designed and maintained efficient and reusable codebase, optimizing game performance and facilitating future development and updates.

C++
●●●●●○○

C
●●●●●○○

SDL2
●●●●●○○

SFML
●●●●○○○

OpenGL
●●●●○○○

ACHIEVEMENTS

- Recognized as a Top 5 Finalist in the IGDC (Indian Game Developers Conference) Student Game of the Year competition for the game "Lumiglo.": https://g2g.news/gaming/the-winners-list-of-igdc-awards-2021-is-out/

- Our team got selected for one of the best game mechanics in Global Game Jam Chennai 2021!

EDUCATION HISTORY

BSc in Gaming   May 2019 - May 2022

Jain(Deemed-to-be) University, Bangalore

HSC till 12th   March 2019

SM Choksey Highschool, Pune

Graduated with 73,2%

CBSE till 10th   April 2017

Delhi Public School Pune

8.4 CGPA 76.8% in 10th boards

PROJECTS

(Click on the title of the game to view more details about the project)

:

<u>Lumiglo</u> : Casual puzzle game. The goal of this game is not avoid obstacles but run into them! Equip yourself with a cannon and glow in the dark ball and find the obstacles hidden in the dark, while calm music plays in the background

<u>Overlap</u> : The main goal of the game is to open all the doors on both sides using the buttons on both sides and reach the exit. some buttons are only visible using the 1st player's light and some are only visible using the second player's light.

<u>Space Wreck</u>: You are a spaceship lost in space. Who accidentally entered the territory of alien armed forces. Your Goal is to survive the invasion as long as possible.

<u>Orbit:</u> Tap at the right time to increase your score!

<u>Snake</u> Developed and implemented a classic Snake game on a custom C++ game engine framework, showcasing a deep understanding of game mechanics, programming, and software architecture.

Check out my Github - https://github.com/tarang-soni

DECLARATION

✓The above-mentioned details are factual as per my acknowledgement.