

PARTH VADERA

Game Programmer

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WORK EXPERIENCE

Game Programmer | BMAD Studios | Montreal, Canada

August 2021 - Current

- Designed and developed AR /VR simulation applications
- Monitored, reviewed, and converted project requirements into application systems specifications
- Optimized the legacy base code structure which drastically improved game performance
- Reviewed all aspects of design including gameplay, UI/UX flow, balance and fun factor
- Working closely with supervisor and other team members to ensure timely milestone-based deliveries
- Utilized Jira to keep track of issues and analysing project progress with the help of agile methodologies
- Increased team's overall productivity by 40%

Game Programmer | iDivine Creation Tech. | Ahmedabad, India

July 2017 - March 2019

- Design and developed innovative gameplay mechanics, animation, player controls, physics, lighting, shading, audio, and UI effects.
- Developed online multiplayer games for Android and iOS platform using Photon
- Program clean efficient, performance-minded code for use across multiple projects
- Establish best practices for delivering optimal formats, scales, materials, textures, shaders, animation models and rigs
- Used Profiler, Static and Dynamic Batching, Occlusion Culling, Baked Lights, Object Pooling for optimizing techniques which helped in achieving better FPS
- Performed build operation for Android and iOS platform using Android SDK and XCode
- Creatively collaborate with artists on gameplay ideas to enhance gameplay experience on mobile

PROJECTS

Arrow Maniac | Unity3D, C#

- A 2D platformer local-multiplayer game with fast-paced gameplay with intense bow and arrow combat
- Implemented mechanics such as Controller input, Time Stop, Invisible ability, various weapon types, and Character selection
- Implemented State Machine for complex Player movement system

Meteor VFX Simulation | Unity3D, VFX Graph

- Reusable Meteor shower simulation made using Unity VFX Graph (Node-based visual logic)
- Developed Trigger Events(collision), Ribbon/Trails, and Impact effect(decals) without writing any code

Mad Ball | Unity3D, C#

- Physics based game using Unity Physic materials to simulate catapult mechanics to destroy flying objects
- Generated custom sprite particle effects to match the environment and ported game for Android

Flocking AI Simulation | Unity3D, C#

- A scalable 3D AI simulation of flocking fishes which follows Predator and Prey relationship for avoidance and attraction factor Inheritance and Top-down design pattern are applied for scalability

Robo-Sci-Fi | Unity3D, C#, Visual Studio

- A survival Robo Sci-Fi game significantly developed with a full-fledged user experience and eye-pleasing graphics
- Developed smart enemy AI using Nav-mesh agent (A* pathfinding)

PROGRAMMING LANGUAGES AND TOOLS

Languages: C#, Java, C, C++, Python

Databases: MySQL, PostgreSQL, MongoDB

Methodology: Agile-Scrum, Waterfall

Version Control: Git, Unity Teams

Cloud Platforms: AWS, Azure

Design Pattern: MVC, Observer, Factory, Object Pool

Web Technologies: HTML, CSS, JavaScript, React, Node.js

Other Tools: Unity, Unreal, Jira, Trello, Asana

EDUCATION

- **Postgraduate Degree in Video Game Programming**, ISI, Montreal
- **MS in Computer Science IT**, Ganpat University, Ahmedabad
- **BS in Computer Science IT**, Ganpat University, Ahmedabad

Winter 2020 - Spring 2021

Summer 2015 - Spring 2017

Summer 2012 - Spring 2015