PARTH VADERA
Game Developer
Email | LinkedIn | GitHub | Portfolio | YouTube | (514) 576-2294 | Montreal, Canada

WORK EXPERIENCE

- **Game Developer | BMAD Studios | Montreal, Canada**   **August 2021 - Current**
  o Monitored, reviewed, and converted project requirements into application systems specifications.
  o Modified existing legacy code to resolve critical bugs, upgrade interface, improve performance and enhance further, responsible for programming of assigned module for several projects in specific timeline.
  o Working closely with supervisor and other team members to ensure timely milestone-based deliveries.
  o Utilized Jira to keep track of issues and analysing project progress with the help of Agile Methodologies.
  o Increased team's overall productivity by 40%.
- **Game Developer | iDivine Creation Tech. | Ahmedabad, India**   **July 2017 - March 2019**
  o Developed games for Android, iOS and WebGL platforms for various genres which includes Multiplayer, Hyper-Casual, Simulation and Action games which has thousands of active users.
  o Developed online multiplayer shooting games for Android and iOS platform in Unity 3D by using C#.
  o Optimized and solved logical, functional, designing, and computational errors to maximize Game's performance.
  o Programmed, executed, and maintained scalable application code.
  o Performed Functionality, Compatibility and Regression tests with quick turnarounds, resulting in more time for improvement and bug fixing.
  o Used Profiler, Static and Dynamic Batching, Occlusion Culling, Baked Lights, Object Pooling for optimizing techniques which helped in achieving better FPS.
  o Performed build operation for Android and iOS platform using Android SDK and XCode, solved post build errors.
  o Engaging with updated builds and patches to identify and report on performance, graphics settings, text edits, user experience and replay-ability.

PROJECTS

- **Arrow Maniac** | ISI College, Montreal | Unity3D, C#, Visual Studio
  o A 2D platformer local-multiplayer game with fast-paced gameplay with intense bow and arrow combat.
  o Implemented mechanics such as Controller input, Time Stop, Invisible ability, various weapon types, and Character selection.
  o Implemented State Machine for complex Player movement system.
- **Meteor VFX Simulation** | Montreal | Unity3D, VFX Graph
  o Reusable Meteor shower simulation made using Unity VFX Graph (Node-based visual logic).
  o It includes Trigger Events(collision), Ribbon/Trails, and Impact effect(decals) without writing any code.
- **Mad Ball** | Montreal | Unity3D, C#, Visual Studio
  o Physics based game using Unity Physic materials to simulate catapult mechanics to destroy flying objects.
  o Generated custom sprite particle effects to match the environment and ported game for Android.
- **Flocking Artificial Intelligence** | ISI College, Montreal | Unity3D, C#, Visual Studio
  o 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** | Montreal| Unity3D, C#, Visual Studio
  o 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   Cloud Platforms: AWS, Azure
Databases: MySQL, PostgreSQL, MongoDB   Design Pattern: MVC, Observer, Factory, Object Pool
Methodology: Agile-Scrum, Waterfall   Web Technologies: HTML, CSS, JavaScript, React, Node.js
Version Control: Git, Unity Teams   Other Tools: Unity, Unreal, JIRA

EDUCATION

- **Postgraduate Degree in Video Game Programming,** ISI, Montreal   **Winter 2020 - Spring 2021**
- **MS in Computer Science IT,** Ganpat University, Ahmedabad   **Summer 2015 - Spring 2017**
- **BS in Computer Science IT,** Ganpat University, Ahmedabad   **Summer 2012 - Spring 2015**