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

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

BullCow | Unreal Engine, C++ | Github

- BullCow is a word guessing game which uses in-game terminal to process user's input and output
- The terminal command inputs are processed using C++ and output is displayed on window inside game world

Toon Tanks | Unreal Engine, C++ | Github

- A physics-based tank game which include game mechanics like movement, camera control and Player/AI shooting

Custom Collision System | OpenGL, C++ | Github

- A system developed using the libraries of OpenGL to detect a collision between 2D objects

Shoot'em up | Unreal Engine, C++ | Github

- An Online multiplayer game build with the support of C++ and Unreal Engine, with highly scalable architecture

Shop'n Cart | C++ | Github

- An application demonstrating an online store developed using complex and scalable C++ design patterns.

Flocking AI Simulation | Unity Engine, C# | Github

- 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 used for scalability

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 **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**