

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 | iDivineCreation Tech. | Ahmedabad, India

July 2017 – December 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 and rigging
- 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

PROJECTS

Arrow Maniac | Unity Engine, C# | [Github](#)

- A 2D platformer local-multiplayer game with fast-paced gameplay with intense bow and arrow combat.
- Features: Controller input, Time Stop, Invisible ability, various weapon types, and Character selection.

Robo-Sci-Fi | Unity Engine, C# | [Gameplay](#)

- 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).

Mini Shooter Multiplayer | Unity Engine, C# | [Google Play Store](#)

- An Android first-person shooting game with online and offline multiplayer was made using the Photon PUN component. The game offers numerous multiplayer and offline modes, great character customization, and gorgeous visuals.

Flocking Fish Genetic AI | 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 applied for scalability.

Advanced Meteor VFX | VFX Graph, C# | [Github](#)

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

Property Drawer Anim Curve | Unity Editor Tool, C# | [Github](#)

- A custom editor tool that manages Animation Curve value directly from the Editor GUI.

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