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

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.

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.

Generic Class Creator | Editor Tool, C# | [Github](#)
- A tool to generate a generic class or prefab by simply selecting a menu item in Editor in one click.

Property Drawer Curve | Editor Tool, C# | [Github](#)
- A custom editor tool that manages Animation Curve value directly from the Editor GUI.

Unity Reflection | Unity Engine, C# | [Github](#)
- A demonstration to show how to call multiple methods using reflection system in C#.

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**