



VISHWAJEET FATE

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SUMMARY

Passionate and skilled game developer with a strong foundation in Unity 2D/3D development, C# programming, and game design principles. Experienced in creating immersive and interactive gaming experiences across multiple platforms, including mobile, web, and PC. Proven ability to adapt to new technologies and collaborate effectively in diverse development environments. I am driven to pursue an MS in Game Design and Development to deepen my expertise and contribute to cutting-edge projects within the gaming industry. Known for a creative approach to problem-solving, delivering high-quality results under tight deadlines, and consistently pushing the boundaries of interactive entertainment.

WORK EXPERIENCE

Jabsz Gaming Studios LLP

September 2024 - Current

- work on various projects, including mobile games, cross platform games.
- hands-on experience in the gaming industry and exposure to different facets of game development.

ARKHAM ARCHIVES - NGO

August 2024 - August 2024

- Game Development Intern
- Developed intricate puzzles for two game case studies, focusing on choice systems and overall game design, which enhanced my problem-solving and creative thinking skills in game development.

SOFT SMART TECH PUNE - Pune

October 2023 - December 2023

- Played a key role in developing responsive websites using HTML, CSS, JavaScript, and PHP, which honed my front-end development skills and understanding of user experience—skills that are transferable to game design.
- Actively contributed to prompt engineering projects, enhancing real-time communication features, which parallels the real-time interactions in multiplayer games.
- Demonstrated adaptability, effective troubleshooting, and proactive problem-solving, earning positive feedback for consistently delivering high-quality code within tight schedules.

OASIS INFOBYTE

February 2024 - March 2024

- Engaged in challenging web development and design projects, expanding my knowledge in JavaScript and modern web technologies, which I later applied to web-based game development.

EDUCATION

B.Tech in computer science with specialization in gaming technology

July 2021 - Current

- VIT Bhopal University (Bhopal)
- GPA: 9.05
- Relevant Coursework: Game Development, Object-Oriented Programming, Data Structures, Software Engineering

Higher Secondary School

June 2020 - March 2021

- KSK College - Beed
- Percentage: 91.50%

High School

June 2018 - March 2019

- Pragati Vidyalaya - Beed
- Percentage: 95.80%

PROJECT

Riptide Rescue

November 2022 - December 2022

Educational Web Game | HTML, CSS, JavaScript

- Created an educational game focusing on drowning prevention and Swachh Bharat, using HTML, CSS, and JavaScript for development.
- Integrated Adobe Illustrator for graphics and webcam functionality for an interactive experience.
- Received positive feedback in a gaming event for its technical execution and social impact.
- Link: [Riptide Rescue](#)

Capsule Strike

June 2024 - July 2024

3D Multiplayer FPS Game | Unity, Photon Unity Networking, Blender

- Developed a Unity-based 3D multiplayer FPS game with a low poly art style.
- Utilized Photon Unity Networking (PUN) for real-time multiplayer functionality.
- Created and animated game props in Blender.
- Implemented core FPS mechanics including player movement, shooting, and health system using C#.
- Optimized performance for smooth gameplay across various devices.
- Link: [Capsule Sticke](#)

Jumping Cube

September 2024

Hyper-Casual Game

- Developing a hyper-casual jumping game with simple tap mechanics and minimalist graphics.
- Utilizing Unity's physics for responsive gameplay and planning AdMob monetization.
- Targeting Google Play Store for future release.

Stack Ball 3D

October 2024

Hyper-Casual Game

- Hyper-casual puzzle game featuring 3D platform-smashing mechanics.
- Players guide a ball through rotating, multi-layered platforms while avoiding obstacles.
- Focus on game physics, animation, and user-centered design to enhance gameplay.
- Optimized for both Android and HTML5 Web formats.
- Published on itch.io, gaining user interest and valuable feedback.
- Ongoing improvements based on feedback, focusing on gameplay flow, responsiveness, and visual polish.

Platform: Mobile, WebGL | Engine: Unity

- Optimized core game systems, ensuring smooth performance across platforms.
- Refined gameplay mechanics and balanced enemy behaviors for engaging combat.
- Contributed to level design and progression systems, enhancing the player experience.
- Collaborated with the team to integrate design elements and technical features seamlessly.
- Combined programming and game design expertise to create an immersive and dynamic world.
- Game set to launch in February 2025.

SKILLS

- **Programming Languages:** C, C++, Java, C#, PHP
- **Game Development:** Unity 2D & 3D, HTML5, Photon Unity Networking (PUN),Unreal
- **Modeling and Design:** Blender, Adobe Illustrator, Canva, Figma
- **Software Tools:** Unity, Git, Visual Studio, Adobe Photoshop
- **Soft Skills:** Leadership, Collaboration, Problem Solving, Creative Thinking

LANGUAGES

- Marathi
- Hindi
- English

HOBBIES

- | | |
|-------------------|-----------------------|
| • Digital Drawing | • Rugby |
| • kabaddi | • Playing Video Games |
| • Playing Cricket | • Graphic Design |

EXTRACURRICULARS AND ACHIEVEMENTS

Achievements:

- Won first place in several categories for an educational game on itch.io.
- Ranked 7th in a game jam event held by IGDC Game Connect Kolkata, in collaboration with Red Apple Learning and Scope Gaming Community.

Extracurriculars:

- Developed the Vitronix club’s website and designed posters for events.
- Active in Vitronix, excelling in documentation, graphic design, and front-end web design, significantly enhancing the club's identity.
- Interned at Explorers Private Limited as a graphic designer.
- Poster for HIV/AIDS Awareness Campaign
Collaborated with Shivam Kumar to design a poster for the NGO Infant India to raise awareness about HIV/AIDS ([View Poster](#))
- work for NGO ARKHAM ARCHIVES as game developer intern
- participated in OpenChess tournament (2017)