YASH CHAMRIA

Game Programmer | yashchamria.github.io

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KEY SKILLS

- Gameplay programming • AI programming • Architectures
- Scripting • Project delivery • Issue resolution
- Optimization & Profiling • Algorithms

TECHNICAL SKILLS

- **Languages:** C++ (2 years), C# (1 year)
- **Tools:** Unreal Engine, Unity, Git, Premake, Visual Studio, Assembla, Trello
- **Libraries:** SFML, OpenGL, Dear ImGui, GLFW
- **Art:** Maya, 3Ds max, ZBrush, Substance painter, Photoshop, Premiere pro, After effects

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EDUCATION

- **Game Development | Programming specialization (Honors)**   Jan 19 - Apr 22
  Algonquin College of Applied Arts and Technology
  - Worked on programming (C++, C#) and documenting skills.
  - Created games using established game engines (Unity, Unreal) and custom engines.
  - Incorporated version control and project management tools (Git, Assemble, Trello).
  - Covered various disciplines of game development such as art, level designing and script writing.

- **Advanced 3D, Graphics & Compositing | 3D Art Specialization (Excellence)**   Apr 17 - Jul 19
  Maya Academy of Advanced Cinematics
  - Created 3D art (Environment, Props) based on 2D concepts and requirements.
  - Followed industry-standard pipeline (utilized modeling, baking, sculpting, LODs,
  - texturing, lighting, rendering techniques and best practices).
  - Used 3D Modeling Tools (Maya, Max and ZBrush), Texturing Tools (Substance Painter and Photoshop) and Editing & Compositing Tools (Premiere Pro and After Effects).

PERSONAL PROJECTS

- **Pathfinding Visualizer (C++ / SFML)**
  - Implemented A*, Dijkstra, Breadth-first and Depth-first algorithms.
  - Used design patterns (strategy, adapter, facade) and best practices.
  - Provided visuals to benchmark and visualize the results.

- **Game framework (Modern C++) | In early stage**
  - Implemented the high-level engine architecture and Event system.
  - Created Input system and ECS.
  - Currently working on basic OpenGL renderer.
  - Library dependencies – GLFW, GLAD, Dear ImGui, Spdlog, GLM.

- **Humorous narrative-driven fighting game (C# / Unity)**
  - Implemented the code architecture and Event system.
  - Created Scene manager and Input system.
  - Built Dialogue system and Skill tree.
  - Made AIs and NPCs logic.
  - Managed documents and scrums, team meetings and team board (Assembla).

- **Turn based strategy game (C++ / UE4)**
  - Implemented TileMap and camera system.
  - Built character class and turn-base system.
  - Used behaviour tree for AI Logic.
  - Created UML, Process views and Design documents.
  - Made art assets and all the levels.

OTHER EXPERIENCE

- **Shift Manager | Burger King**   **Feb 21 - present**
  - Collaborated with the team to maximize the efficiency, performance and quality of work.
  - Managed stressful situations while maintaining customer service and work quality.
  - Trained employees to follow required procedures while maximizing the output.
  - Resolved crew and customers' queries, concerns and complaints.

- **Assistant Manager | Little Caesars**   **Jan 20 - May 21**
  - Managed multiple tasks in a fast-paced environment.
  - Led the team to fulfill customer demands.