

YASH CHAMRIA

Game Programmer | yashchamria.github.io
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KEY SKILLS

- Graphics programming • Gameplay programming • AI programming • Architectures
 - Scripting • Physics & Math programming • Project delivery • Issue resolution
 - Optimization & Profiling • Algorithms
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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).
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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.
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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.