# YASH CHAMRIA

Game Programmer | yashchamria.github.io

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## KEY SKILLS

- Graphics Programming • Physics & Math Programming • Gameplay Programming • Scripting • Project Delivery • Issue resolution • Optimization & algorithms

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## TECHNICAL SKILLS

- **Languages:** C++ (2 years), C# (1 year)
- **Software:** 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**        **January 19 - April 22**
  - Algonquin College of Applied Arts and Technology
  - Graduated with Honors
- **Advanced 3D, Graphics & Compositing**        **April 17 - July 19**
  - Maya Academy of Advanced Cinematics

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## PERSONAL PROJECTS

- **Pathfinding Visualizer (C++/SFML)**
  - Implemented algorithms - A*, Dijkstra, Breadth-first and Depth-first.
  - Used design patterns - strategy, adapter and facade mainly.

- **Game Framework (Modern C++)**
  - Laid event driven architecture.
  - Built Entity Component System (ECS)
  - OpenGL Renderer - allows TBD rendering related optimizations like batch rendering
  - TBD imgui stuff
  - Libraries – GLFW, GLAD, Dear ImGui, Spdlog, GLM

- **Turn based strategy game (C++/UE4) - Group of four**
  - Implemented TileMap and camera system.
  - Built character class and turn-base system.
  - Created AI using the in-built behaviour tree.
  - Created UML, Process views and Design documents.
  - Created art assets and designed levels.