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☰ OBJECTIVE

Game Programmer

🎓 EDUCATION

Post-Graduate Diploma in Mobile Application Development | Canadore College
SEPTEMBER 2020 – MAY 2021
GPA: 3.65 / 4.00

Post-Graduate Diploma in Game Development | Sheridan College
SEPTEMBER 2019 – AUGUST 2020
GPA: 3.72 / 4.00

Bachelor's Degree in Computer Engineering | Anjuman-I-Islam's M.H. Saboo Siddik College of Engineering, Mumbai, India
AUGUST 2014 – JUNE 2018
GPA: 8.20 / 9.00

💼 EXPERIENCE

AI/Systems Programmer | A Few Screws Loose Studio
MAY 2020 – AUGUST 2020 | FULL-TIME
- Worked with a team of seven to develop a reverse horror game called "Ahmmit's Gate".
- Developed two different enemy NPCs with unique behaviours using Finite State Machines.
- Worked on Player Detection System, Camera Control System, Checkpoint System, etc.

Software Engineer | Synergistic Financial Networks Private Limited, Mumbai, India
NOVEMBER 2018 – AUGUST 2019 | FULL-TIME
- Developed mobile applications for client parties by integrating their APIs (REST/SOAP) to the company's system.
- Integrated the REST API of Idea-Vodafone cellular company to allow mobile bill payments through the application. It was one of the biggest projects signed by the company.

Operations Executive | Paradox Gamers, Gujarat, India
FEBRUARY 2018 – AUGUST 2019 | INTERNSHIP
- Organized one grand PS4 FIFA 19 tournament in Mumbai, India.
- Organized multiple online PUBG tournaments including one on-site tournament.

🛠 TECHNICAL SKILLS

- Programming Languages: Java, C#, C++
- Softwares: Unity, Visual Studio, Eclipse, Android Studio, Photon PUN
- Web Technologies: HTML, CSS, JavaScript, PHP
- Database: MySQL (MySQL Workbench, phpMyAdmin)
- Version Control: Git

PROJECTS

Ahmmit's Gate
Duration: 12 weeks
Programming Language / Game Engine: C#, Unity
Description: Ahmmit's Gate is a 3D side-scrolling reverse horror, action stealth game.

Pizzeria Manager- The First Slice
Duration: 3 months
Programming Language / Game Engine: C#, Unity, Photon PUN
Description: A multiplayer pizzeria simulator game played on three devices simultaneously: An Oculus, a phone/tablet, and a PC.

The Legend of Sheridan
Duration: 3 weeks
Programming Language / Game Engine: C#, Unity
Description: Worked on enemies. Developed three enemy AI with different behaviors.

Dora The Explorer: Treasure Island
Duration: 2 weeks
Programming Language: C++
Description: A text-based adventure game taking instructions as input and generating outputs.

Sheridan Lunar Lander
Duration: 1 week
Programming Language / Game Engine: C#, Unity
Description: A simple 2D platformer game with 3D assets developed in Unity3D.

C++ Game Engine
Duration: 2 weeks
Programming Language: C++
Description: Worked on the Asset Manager system in this project. Asset Manager system was responsible for creating/editing assets and loading/unloading them in scenes.

Crash Force
Duration: 1 week
Programming Language / Game Engine: C#, Unity
Description: A two player arcade game developed in Unity3D using 2D art.

Sin City
Duration: 2 weeks
Programming Language / Game Engine: C#, Unity
Description: A 2D Hack and Slash Arena fighter game for Android devices.

Happy Bird
Duration: 1 week
Programming Language / Game Engine: C#, Unity
Description: Like the original Flappy bird, developed using Object Pooling for Android devices.

OTHER ACTIVITIES

Certifications:
- Oracle Certified Professional Java Programmer
- Computer Aided Drafting (CAD)

Leadership Skills:
- Ex-President of Computer Society of India
- Head-Coordinator in Inter-College events