

# Aditya Dinesh

## Game Programmer

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## OBJECTIVE

Extremely efficient Game Programmer seeking a position in which my creative skills and programming knowledge can be used as an asset to the company.

## SKILLS

- Game Engine : **Unity**
- Game Programming : **C++, C#**
- Data Handling : **JSON, SQL**
- Project Management : **HacknPlan, Trello**
- Version Control : **Git**
- XR : **Oculus VR, Unity XR**
- Multiplayer : **RakNet, .NetSockets, Photon Pun**
- Web : **HTML, CSS, JavaScript, PHP**

## EXPERIENCE

### **DayDreamz Studio, India** - *Junior 3D Game Artist*

July 2018 - December 2018

- Worked mainly on 3D Asset creation and Level design for mobile games
- Collaborated with Lead Programmer to resolve Game play issues, improve mechanics and provide constructive feedback.

### **Silverwing Technologies, India** - *PHP Developer*

March 2016 - March 2017

- Created web applications and components using PHP programming language.
- Managed user authentication and authorization for servers and various environments.
- Designed, developed and tested enhancements to existing core PHP platform using best practices and design methods.

## EDUCATION

### **Sheridan College** - **[Post Graduate Certificate]** - *Game Development Advanced Programming*

September 2019 - August 2020

- Learned how to create tools in C# and games in Unity as well as C++.
- Secured a cumulative GPA of 3.71 / 4.

### **Loyalist College - [Post Graduate Certificate] - Project Management**

January 2021 - August 2021

- Learned how to manage project goals, constraints, deliverables, quality control and resource requirements as defined by stakeholders.
- Secured a cumulative GPA of 80.02 / 100

### **Gandhinagar Institute of Technology - [Bachelor's Degree] - Computer Engineering**

June 2013 - May 2017

- Secured a cumulative GPA of 7.42 / 10

## **MAJOR PROJECTS**

### **Wild Shape - Systems Programmer / Tech Lead**

Duration - 12 Weeks

- Wild Shape is a 3D open world puzzle and stealth platformer game made using the Unity Game Engine by a team of 7 students at Sheridan College for our Capstone Project.
- Play as a shapeshifter thrown into a battle between nature and machines. Seamlessly transform between two forms, the agile Raccoon and the brute Bear, engaging in strategic stealth, puzzle solving and wondrous exploration in the world of Wild Shape.

### **Pizzeria Manager : The First Slice - Gameplay Programmer**

Duration - 3 Months

- Pizzeria Manager: The First Slice is a 3D, VR-based pizzeria management simulator game in which three players run a pizzeria for a day, each logged in on three different devices: Oculus Rift, iPad and PC/Laptop connected through a multiplayer network.

## **CERTIFICATIONS**

- ✓ Android Application Development by Geekslab
- ✓ Ethical Hacking by HackTrack
- ✓ Volunteer in Inter-College events