Aditya Dinesh

Game Programmer

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OVERVIEW

- An extremely efficient Game Programmer developing 2D and 3D games in Unity in different Genres like Platformer, Multiplayer, RPG, Combat, Simulation and more.

- Worked as a Game Designer and 3D Artist for DayDreamz studio which has allowed me to guide and support fellow Designers and Artists on different projects.

- Developed excellent interpersonal and communication skills by taking part different Game Jams and working on projects with a multicultural team while pursuing my studies in Game Development at Sheridan College.

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

- Worked on the Core systems of the game, namely - Camera System using Unity's Cinemachine, Checkpoint systems to save core game elements, Custom Dialogue and Tutorial Systems, Custom Editor for Designers to edit level components, and AI system for different NPCs in the game.

Pizzeria Manager : The First Slice - *Gameplay Programmer*

Duration - 3 Months

- Managed all VR and PC gameplay elements of the game. My contributions for this project includes: Oculus Integration with Unity, Chef and Janitor Player Controller, All Station controls utilized to create Pizza, All Enemy AI and Weapon Controller, Custom Virtual Pointer and Keyboard for Player to Enter credentials and Join/Create a Room, and Level Design and Asset Integration for Chef and Janitor Scenes.

CERTIFICATIONS

✔ Android Application Development by Geekslab   ✔ Ethical Hacking by HackTrack

✔ Volunteer in Inter-College events