

Prashat Gajre

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Game Programmer

Overview

- Over 2 years of professional game development experience using Unity for PC, Android and iOS.
 - Recent graduate from the Game Development Advanced Programming Post Graduate Certificate program at Sheridan College, ON with a CGPA of 3.87/4.0.
 - Built and maintained multiple Android and iOS games which include interactive story-based games, puzzle games and driving simulators.
 - Enhanced Unity 3D development skills by working on games developed for multiple platforms.
 - Created a networked multiplayer third person shooter game as a Capstone project for the final semester in Unity, responsible for systems, networking and tools.
 - Solid C++ programming skills gained through working on various academic projects including development of a 2D game engine using SFML and Box2D for a top-down dungeon crawler game.
 - Strong debugging skills gained while developing games for multiple platforms using third party plugins and working and optimizing pre-existing code base.
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Technical Skills

- **Programming Languages:** C#, C++, Java
 - **Software Experience:** Unity, Visual Studio, Android Studio
 - **Databases:** MySQL, PL/SQL, Oracle
 - **Networking:** Winsock, TCP/IP, UDP, Photon PUN 2, Photon Bolt
 - **Skills:** Gameplay Programming, Data Structures & Algorithms, AI, Tools, UI, Systems
 - **Version Control:** Git, SVN
 - **Miscellaneous:** MantisHub Bug Tracker, familiarity with Maya, Blender and Photoshop
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Capstone Project

Generalist Programmer

May 2020 – July 2020

Double Spice Games, Oakville, Ontario

- Worked remotely within a team of six to create a networked multiplayer third person shooter game as a capstone project for the Game Development Advanced Programming Course at Sheridan College.
 - Learned and familiarized with Photon Bolt library to implement multiplayer support and create networking solution for Cielo (doublespicegames.itch.io/Cielo) in less than 12 weeks.
 - Developed modular systems for camera, weapons, spawning, level manager, etc. which saved a lot of time prototyping and testing constant feedback changes.
 - Created tools for the level designers for level creation which saved a lot of development time.
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Work Experience

Game Developer

Sept 2017 – July 2019

Games2Win India Pvt. Ltd., Mumbai, Maharashtra

- Led all aspects of programming and maintained multiple interactive story games for Android & iOS with over 10 million downloads and featured by Google.
- Maintained and optimized driving simulator games for Android and iOS to improve user experience.

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Game Programmer

- Created tools for importing stories written by writers in spread sheets to Unity for designers which resulted in decreasing the development and release cycle for new content by half.
- Implemented translations to provide multilingual support for over 10 languages, including Chinese, Japanese, Russian and Arabic which helped increased downloads by a few millions.
- Worked with Amazon Polly text-to-speech service for streaming dialog in the story-based games.
- Used third party SDKs like Admob, IronSource, Firebase for monetization, data collection & analysis.

Software Engineer

Dec 2015 – Aug 2016

Bopatech Solutions Pvt. Ltd., Navi Mumbai, Maharashtra

- Performed testing for Balloon Archer, developed Poly Blocks 3D (unpublished) using Unity 3D.

For Additional Information and Projects: Visit www.prashatgajre.com

Education

Game Development Advanced Programming Post Graduate Certificate

Sept 2019 – Aug 2020

Sheridan College, Oakville, ON

- Scored an overall 3.87/4.0 CGPA.
- Learning various aspects of game development such as gameplay programming, tools development, character control, graphics and artificial intelligence using C# and C++.
- Understanding technical documentation for games.
- Working in teams with other programmers, designers and artists to create games.

Master of Computer Applications

Sept 2013 – Apr 2016

LDRP Institute of Technology and Research, Gandhinagar, Gujarat

- Learned relevant methodologies to develop secure program code.
- Specialized in Java and Android programming.
- Practiced database design and network communications for web and mobile applications.

Bachelor of Business Administration

Sept 2009 – Aug 2013

International Institute of Foreign Trade & Research, Indore, MP

- Learned to develop and implement marketing plans and strategies in diverse environments.
 - Studied various financial & trade documents and ways to streamline commerce.
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Certifications

Certification course in C# .NET and ASP .NET

Sept 2011 – Dec 2011

Universal Informatics, Indore, MP

- MVC architecture for application development and Web application development.

Advanced Diploma in Digital Arts and Animation

Sept 2009 – Aug 2010

Toonz Animation Academy, Indore, MP

- 2D and 3D animation concepts, principles & their theoretical constructs and their implementation.
- Specialized in 3D hard surface or inorganic modelling and dynamics.