

Akshay Patel

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EXPERIENCE

Generalist Programmer

Freelance, (Canada/USA) / June 2022 - Present

Working on multiple small game projects for different US and Canada based clients.

- Working on developing and integrating advanced AI systems for NPC behavior, decision-making processes, and game mechanics enhancing player engagement.
- Working on pathfinding, obstacle avoidance, and robust animation systems.
- Streamlined code for performance and quality, following industry best practices.
- Working on identifying, debugging, and resolving complex game-related bugs, ensuring a smooth and error-free gaming experience.

Environment: C++, C#, Python, Unreal, Unity, Jira, Perforce, Miro.

Generalist Programmer

Dynasty Loop, Montreal, Canada / February 2022 - March 2023

Worked on an unannounced AAA Game project.

- Worked on developing code architecture and AI systems.
- Worked on 3D pathfinding and navigation in game.
- Collaborated with other developers on creating gameplay and combat mechanics.
- Created a procedural animation tool, enabling the animation of 50 distinct characters.
- Worked on identifying and fixing bugs, writing clear documentation, and improving game performance for better quality and efficiency.

Environment: C++, C#, Unity, Unreal, Jira, Perforce, Miro.

Technical Level Designer

GlobalStep, Montreal, Canada / June 2021 - Jan 2022

Worked on mobile level designing project (Kabam)

- Collaborated with artists and designers to ensure the game's aesthetic complemented the level design, focusing on developing level layouts that offered both visual appeal and functional in-game navigation.
- Collaborated with the testing team to identify areas of improvement in the game levels, and implemented changes accordingly.
- Debugged and fixed issues within the Lua scripts that were causing gameplay or level design problems.
- Analyzed performance metrics to identify bottlenecks in level design and implemented optimizations to improve frame rate and reduce load times.

Environment: Unity, Lua, Jira, Git, Miro.

Generalist Programmer

Mount Gaming Studio, Ahmedabad, Gujarat/ Mar 2018 - Oct 2019

Developed and maintained mobile games using Unity for Mobile platforms, ensuring a seamless and engaging user experience.

- Developed and maintained engaging mobile games, emphasizing seamless performance and user experience on mobile platforms.
- Played a key role in the development of “Mega Car Racing” and “Merge: Fighter Jet,” focusing on performance optimization and gameplay enhancement for mobile.
- Developed AI frameworks and responsive UI systems suitable for mobile platforms, enhancing gameplay and user interaction.
- Utilized Unity Analytics for tracking player behavior and game performance, directly contributing to gameplay optimization and user satisfaction.

Environment: C++, C#, Unity, Unreal, Git, Jira.

EDUCATION

Institut supérieur d'informatique ISI, Montréal (2020-2022)

Video Game Programming (A.C.S)

Gujarat Technological University, India(2014-2018)

Bachelor of Engineering in Computer Science

TECHNICAL SKILLS

Programming languages

C#(6 Years) , C++(5 years) , Python(5 Years).

External Libs/Langs/Software

OpenGL, Git, GitHub, Perforce, OpenCV.

AI

Flocking AI, Finite State Machine,Utility AI, Goal oriented action planning (Planner AI), Behaviour Tree.

Game Engines

Unity(5 Year), Unreal(4 Year).

IDE and Other tools

Visual Studio, Rider, Miro.

SOFT SKILLS

- Strong communication skills developed through working in diverse teams on multiple projects.
- Ability to speak in front of a large audience.
- A highly organized and detail-oriented approach to work, allowing me to manage complex projects effectively.
- A passion for video games and the gaming industry, demonstrated through my personal projects and involvement in the gaming community.
- A collaborative and team-oriented approach to work, focused on achieving shared goals and delivering high-quality work