Garvit Nangru

GAME DEVELOPER

CONTACT

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SKILLS

Unity Engine	★★★★★
Unity AR/VR	★★★★★
Project Management	★★★★★
Communication	★★★★★
C#	★★★★★

PROFILE

Enthusiastic Unity Developer with 1.5+ years of experience creating engaging gaming experiences. Creative thinker passionate about the art of game development. An avid gamer with a deep understanding of player perspectives.
Seeking opportunities to contribute my skills to innovative game development projects.

EDUCATION

Bachelor of Engineering: Computer Science | Chitkara University, Rajpura

Aug 2019 - Aug 2023

Specialization in game design & development

EXPERIENCE

Game Developer | Golive Games Studios Pvt. Ltd.

Jul 2023 - Present

- Contribute to the development of interactive games using Unity and C#.
- Created game mechanics, UI elements, and innovative features in collaboration with the development team.
- Implemented and oversaw the management of distinctive features, elevating the overall user experience.
- Successfully integrated multiplayer functionality using Photon Fusion.

Game Programmer - Intern | Golive Games Studios Pvt. Ltd.

Jul 2022 - Jul 2023

- Collaborated with senior developers to troubleshoot and debug code.
- Successfully fixed bugs, optimized code, and enhanced the overall stability and performance of games.
- Maintained codebase quality by writing clean, reusable code.
- Collaborated with team members to implement multiplayer functionality using the Photon engine (PUN 2).

PERSONAL-PROJECTS

Starship-Eleven
- Developed a dynamic 2D adventure platformer game with engaging gameplay mechanics.
- Successfully published the game on the Play Store, showcasing its availability to a wide audience.
  readmore+

Breach
- A First-person shooter with an immersive storyline
readmore+

POP IT! AR
- An Augmented Reality game Made in Unity Engine.
- The goal is to aim at the balloons and pop them.
readmore+

Endless - driving
- An Endless 3D driving game with procedural Highway generation Tools used: Unity Engine
readmore+

Pog-Champ
- VR Shooting game made using Unity XR.
- Complete ai-based enemies, loads of guns, immersive sound system.
readmore+

COURSES

- Build Multiplayer Games With Unity And Photon (PUN 2) | Udemy
- An Introduction to Programming Through C++ | Nptel