

Karan Shah

Gameplay Programmer
Unity 3D Developer

WORK EXPERIENCE

Ludare Games Group, Vancouver, British Columbia — Gameplay Programmer C# - Unity 3D

September 2021 - Presently

- Worked on a small team to produce a turn-based tactical/strategy RPG in Unity for P.C. and Console. The game is set in an alternate-history world plagued by supernatural horrors. The project drew inspiration for the game from other titles such as Darkest Dungeons and XCOM.
- Developed various gameplay systems, including combat, inventory, data persistence, data parser, and a custom state machine.
- Added and maintained Technical Design Documents, System Architecture, and Class Diagrams based on new requirements, code refactors, and available resources/assets.
- Banded with other team members, such as sound artists and game designers, to integrate FMod (sound engine) support and fine-tune gameplay mechanics.

Galactic Thumb India, Ahmedabad, Gujarat — Unity 3D Developer - Android/IOS

October 2019 - March 2020

- Created rapid prototypes, vertical slices, and MVPs to test game-concept and mechanics.
- Designed and implemented a templating tool in Unity using OdinInspector to quickly create boilerplate project data for hyper-casual sims and idle games.
- Assisted the lead developer with periodic updates for production projects, including bug fixes and feature updates based on user feedback and error reports.
- Produced Cinematic slices of gameplay to test and analyze user engagement over multiple social media platforms.

AXPORTER, Ahmedabad, Gujarat — Production Engineer - (CIS)

March 2019 - September 2019

- Performed Unit Testing & Quality Assurance for technological products & software.
- Handled internal hardware/software problems and ensured smooth I.T. operations for all departments.
- Documented incident and maintenance reports.
- Assisted and collaborated with other teams as a technical consultant.

T.M. Systems Private Ltd., Ahmedabad, Gujarat — Unity 3D Developer (Intern)

January 2019- March 2019

At T.M. Systems, I worked on Architectural Visualization using V.R. projects to cater to Interior Designers, Architects, and Civil Engineers.

- Built interior/exterior traversable environments and lighting in unity scene to match the architectural designs for V.R. projects.
- Updated Oculus builds regularly based on user or client feedback.
- Maintained usage guides for clients as required.

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Vancouver, BC, CA

EDUCATION

Centre For Digital Media (UBC - SFU- ECUAD - BCIT) — Master of Digital Media

Sept 2020 - December 2021

Gujarat Technological University, — B.Eng Information & Communication Tech.

May 2015 - June 2019

TECHNICAL SKILLS

Programming: C#, C/C++, JavaScript.

Game Dev: Unity, Unreal Engine 5.

Web Tech: JQuery, Ajax, Bootstrap, React JS, HTML 5, CSS 3, PHP, Laravel.

Databases: Firebase, Oracle, MongoDB.

Version Control: GitHub, GitLab.

Methodologies: Agile, Waterfall.

CREATIVE SKILLS

Image Editing: Adobe Photoshop, GIMP.

Vector Graphics: CorelDraw, Illustrator, Indesign.

3D Modeling: Blender, ProBuilder(UnityPackage).

Video Editing: Adobe Premiere Pro & Sony Vegas.

ACADEMIC PROJECTS

Bumblebeedum — 2D/3D Psychedelic Theme Game

- A mix of 2D and 3D game levels; a psychedelic theme game based on a bumblebee's adventure escaping a drug factory.

Vancouver Maritime Museum — Project Manager / Unity Developer (Academic)

September 2020 - April 2021 | 2 x (4 Month Term)

- Operated with an interdisciplinary team to manage the development of a "Gamified" Tugboat simulator for a museum installation targeting kids.
- Some of my responsibilities include
 - Scope Analysis, Task prioritization & anticipating task dependencies.
 - Communicate with the team to understand task status, anticipate blockers, and bottlenecks and mitigate them quickly.
 - Providing updates to the client and processing changes and getting feedback for iteration.