

DINESH

Game Developer

CONTACT

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CERTIFICATES

- ITRIX-19 - Ethical Hacking
- ITRIX-19 - Artificial Intelligence
- Android - Mobile Development
- Diploma in Game Development

SOFTWARE AND LANGUAGES

- JAVA
- C#
- UNITY 3D
- Android Studio
- Photoshop
- Illustrator
- Maya
- Adobe Animate

PROFILE

As a skilled game developer, I have a passion for creating immersive and engaging game experiences. With expertise in programming languages such as C#, Java. I am adept at designing and implementing game mechanics and features. My creative thinking and strong collaboration skills enable me to work effectively with artists, sound designers, and writers to deliver high-quality games. With a focus on user experience and game balancing, I am committed to creating games that are not only fun but also challenging and rewarding for players. To know more about me [click here](#) -

EXPERIENCE

GAME DEVELOPER Radar Technologies / India, Chennai Feb 2020 - Mar 2020

- Designed and created an engaging AR shooting game that seamlessly merged virtual and real-world elements to deliver a captivating user experience.
- Integrated BLE beacon detection within the game for context-aware interactions, enabling real-world objects and locations to trigger in-game events and content dynamically.
- Utilised MapBox SDK to develop an intuitive indoor navigation system, empowering users to navigate complex indoor spaces effortlessly within the AR game.

GAME DEVELOPER HornbillFX / India, Chennai Nov 2020 - Jan 2022

- Created C# scripts using Unity API to enhance game mechanics, physics, and mobile/other platform controls, ensuring a smooth and engaging user experience.
- Developed custom plugins to fetch contacts within the Unity demonstrating proficiency in extending Unity's functionality.
- Integrated Firebase for player data storage and authentication, enhancing data management and user account security within the game.
- Utilised Photon multiplayer technology to create interactive multiplayer experiences, showcasing proficiency in real-time multiplayer game development.
- Gained knowledge in JavaScript and worked with HTML5 game development platforms such as Phaser and COCOS creator, expanding skill-set beyond Unity development.
- Demonstrated expertise in version control systems, including Git and SourceTree, to effectively manage project source code and collaborate with development teams.

GAME DEVELOPER Hanuvel Consultant / India, Bengaluru Oct 2021 - Oct 2022

- Designed and implemented a custom web socket solution within Unity to enable real-time data exchange. This technology allowed players to engage in seamless, real-time multiplayer interactions, significantly enhancing the gaming experience.
- Developed a custom Android library for in-app installation of applications. This innovation streamlined the process of adding new features and updates to the game, providing players with a smoother and more convenient gaming experience.
- Integrated the Hyper Verge Android Library into Unity to facilitate Know Your Customer (KYC) checks and face matching functionalities. This integration added an extra layer of security and identity verification to the game, ensuring a secure and trustworthy gaming environment.
- Implemented a custom WebRequest handler for handling REST API calls within the Unity environment. This custom solution allowed for efficient communication with external services and data sources, ensuring that the game remained responsive and data-driven.
- Played a pivotal role in designing and implementing game mechanics for a Teenpatti, Rummy game within Unity. This involved creating the rules, gameplay dynamics, and user interactions that define the game.
- Successfully developed and integrated multiple payment gateways to facilitate seamless pay-in and pay-out processes for users.

INTERESTS

CINEMA

PAINTING

SWIMMING

TRAVEL

SPORTS

WRITTEN

English

90%

Tamil

95%

PERSONAL SKILLS

Communication

95%

Ability To Work

65%

Decision Making

85%

Time Management

50%

Conflict Resolution

40%

Leadership

60%

Adaptability

60%

GAME DEVELOPER

Mako IT Lab / India, Chennai Nov 2022 - Nov 2023

- Played a pivotal role in developing the XR Browser, revolutionising the browsing experience by integrating browser capabilities into virtual reality. Implemented multi-tab/window support, enhancing multitasking, custom media player solutions and created custom JS plugins to enable seamless communication between Unity and web content.
- Contributed significantly to the development of Jio TV a VR Application for accessing TV channels and shows. Implemented advanced features for catching up on past seven days' telecasts. Worked on REST-API handling and image caching, live stream m3u8 playback and dynamic UIs.
- Designed and developed features for real-time video chat and annotation tools for remote assistance. Integrated video streaming capabilities and real-time audio/video communication for seamless remote collaboration. Delivered a versatile solution for AR-enabled mobile devices and administrators using Unity as a Library.
- Enhanced a toy gun model with integrated circuits, creating interactive experiences, integrated NodeMCU with Unity for IoT device communication. Streamlined data transmission using UDP/TCP protocols for efficient data exchange.
- Key contributor to "Fable King," an action-packed, single/multiplayer game with custom gameplay mechanics. Utilised Unity's particle system for visually stunning effects and GraphQL integration for efficient data management. Designed custom AI logic for dynamic enemy behaviour, enhancing player engagement.

SOFTWARE ENGINEER

Light And Wonder / India, Chennai Nov 2022 - Nov 2023

- Design and develop immersive slot machine games using Unity and C#, incorporating cutting-edge graphics, animations, and sound effects to enhance player experience.
- Integrate custom Game Development Kit (GDK) to facilitate seamless communication between the game logic and the proprietary operating system of slot machines. Utilise callbacks efficiently to synchronise game states and ensure smooth gameplay.
- Implement server components that support game functionalities and handle data transmission between the game client and server.
- Implement custom mathematical models to determine probabilities of player outcomes, reel sets configurations, and other game mechanics. Fine-tune game parameters to optimise player engagement and retention.
- Work closely with cross-functional teams including artists, designers, and QA testers to brainstorm ideas, address technical challenges, and deliver polished game products within deadlines.
- Conduct thorough testing and debugging to identify and resolve software defects, ensuring high-quality and reliable gameplay across various platforms and devices.

EDUCATION

BACHELORS OF COMMERCE

Ramakrishna Mission Vivekananda College, Chennai Aug 2017 - Aug 2020

DIPLOMA IN GAME TECHNOLOGY

Image Creative Education, Chennai Aug 2019 - Aug 2020

ACHIEVEMENTS

BEST STUDENT

Best Student of the Month in
Image Creative Education.

GGJ 2020

Participated in Global
Game Jam 2020.