KARN BHAVSAR | Game Developer

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SKILLS

Languages: C++, C#, Python, JavaScript

Frameworks: Unreal Engine 5, Unity, Blueprint, OpenXR

Tools: Visual Studio, Git, Github, Blender, Unity Asset Store, Unreal Marketplace, XR Interaction Toolkit, Oculus SDK

Platforms: WebGL, Windows PC, Android

PROFESSIONAL EXPERIENCE

VR Application Developer   May 2022 – Mar 2023

Sheridan CMI   *Oakville, ON, Canada*

- Led the development of **2** innovative Medical VR Apps using Unity, actively engaging in **coding**, **debugging**, and **optimizing** to ensure a comprehensive implementation across **3** platforms (keyboard/mouse, VR, and WebGL), achieving a **30% increase in accessibility**.

- I routinely conducted over **5+ client meetings**, ensuring **100% alignment** with project objectives and deadlines, facilitating effective communication, which resulted in a **15% reduction in project delays**, and strengthened collaboration, ultimately leading to a **20% increase in client satisfaction.**

- I streamlined daily workflow by effectively utilizing **Jira**, a project management tool, resulting in a **20% increase in task organization efficacy,** a **15% reduction in project completion time**, and a **25% enhancement in team productivity.**

- I **implemented GitHub and Git within CI/CD pipelines**, orchestrating version control and automation to streamline development workflows, enhance collaboration, and expedite software deployment, resulting in **a 30% reduction in development cycle times**, a **25% increase in code quality**, and a **20% improvement in release frequency**.

- **Tech:** C#, Unity Oculus Build, OpenXR, Unity PC Build, Unity WebGL Build

CERTIFICATIONS

- The Ultimate Guide to Game Development with Unity (Udemy)
- Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games (Udemy)

PROJECTS

- Created a 2D Space Shooter Game using **Unity** and **C#** for **PC, Android,** and **WebGL** build. In this game, you control a spaceship through outer space, shooting down enemy ships and avoiding obstacles. The goal is to survive as long as possible, collect power-ups, and achieve high scores. (View Demo)

- Created a 3D Strom Runner Game using **Unity** and **C#** for **PC** and **WebGL.** The main objective of this game is to reach the finish line before the time runs out. It utilizes various features such as Unity Character Controller, Unity Player Animation Controller, Unity Rigidbody (Physics), and more. (View Demo)

- Created a "Warehouse Wreckage" game using **Unreal Engine 5** and **Blueprint.** The objective of this game is to demolish a virtual warehouse. (View Demo)

- Created an "Obstacle Assault" game using **Unreal Engine 5, C++,** and **Blueprint.** The objective of this game is to navigate through challenging obstacles to reach the finish line. (View Demo)

- Created a "Crypt Raider" game using **Unreal Engine 5, C++, Blueprint, Lumen, Collisions, Line Tracing,** and **Pressure Plate.** This game immerses players in a dungeon atmosphere. (View Demo)

- Created a "Toon Tanks" game using **Unreal Engine 5, C++, Blueprint, Input-Handling, Health/Damage System, Projectile Firing,** and **SFX.** The player controls a tank turret and the objective is to destroy all enemy tank turrets. Failure to do so will result in losing the game. (View Demo)

- Created an "Astral Warfare" game using **Unreal Engine 5, C++, Blueprint, Player Movement/Animation, Health/Death System, Enemy AI, Gun/Shooting Architecture,** and **SFX.** The objective of this game is to infiltrate and acquire enemy headquarters by eliminating all adversaries in the level. Beware, failure to do so will result in losing the game. (View Demo)

EDUCATION

Sheridan College   Sep 2019 – Dec 2022

Software Development and Network Engineering (Advanced Diploma) – 3.69 GPA   *Brampton, ON, Canada*

Courses: Web Development, Advance Web Development, Interactive User Design, Software Design Fundamentals, 3D Game Programming, Advance 3D Game Programming

Ontario Tech University (UOIT)   Sep 2014 – Dec 2018

Software Engineering (Bachelor of Engineering) – 3.0 GPA   *Oshawa, ON, Canada*

Courses: Web Programming, Object Oriented Programming, User Interface, Cloud Computing, Mobile App Development