

## Reedham Patel

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Phone number:- (438) 389-8335

Location:- Montreal

## EDUCATION

**Institute 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**

## EXPERIENCE

**Game Programmer (Unreal/C++)**

*Dynasty Loop, Montreal, Canada / May 2022 - Present*

**Working on an unannounced AAA Game project.**

- Designed and developed code architecture and AI system from scratch.
- Developing the gameplay and mechanics for the game project with a team of 10+ personnel.
- Creating a procedural animation tool that allows to animate 50 different characters.
- Integrated 3D pathfinding and navigation in game.
- Resolved gameplay bugs, documented work, and optimized performance.

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

**Unity Developer (VR Application)**

*Hausvalet, Montreal, Canada / Oct 2021 -May 2022*

**Created a VR application that allows users to browse rental properties in the VR environment.**

- Redesign and develop the software architecture for existing applications.
- Modify code structure and make applications more optimized for low-end devices.
- Add In-Application voice and video communication system with AGORA.
- Making API Calls more secure and more efficient.
- Crafted JSON based localization.

**APP Store Link :-** <https://apps.apple.com/ca/app/hausvalet-vr/id1596353498>

**Environment:** Unity, C#, Agora, ReactJS, NodeJS, Unity VR, C++.

**Game Programmer**

*Maruti Games, Ahmedabad / April 2018 – November 2019*

- Designed and developed an endless runner game or turn- based strategy game in unity/Unreal.
- Integrated monetization tools in the game.
- Developed Level progression system.
- Implemented AI Framework for basic behavior(FSM).
- Participated in the launch of a mobile game, managed community interactions, and kept up-to-date with industry trends.
- Enhanced studio knowledge of mobile F2P development methodologies and best practices.

**Environment:**C++,C#, Unity,Unreal.

## PERSONAL PROJECTS

Click the link below to see video game projects that I created using the powerful game engines of Unreal and Unity.

Link:- [My Personal Projects](https://reedhamhackerman.github.io/#projects) (https://reedhamhackerman.github.io/#projects)

## 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.