DAKSHVIR SINGH **REHILL**

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OVERVIEW

- Participated and completed multiple Game Jams in which created games ranged from networked multiplayer 2D games to single player 3D games.
- Worked as a Junior Game Developer at Ironcode Gaming (October 2018 - June 2019) contributing in games using Unity Engine and C# Programming.
- Created a Networked Multiplayer game that can be played on three different devices namely, Apple IPhone, Microsoft Hololens and Windows PC as Mini-Capstone group project.
- Created a 2D Game Engine in C++ using Box2D and SFML as a requirement for Game Architecture course. It was a group project where team work and collaborating skills were enhanced.
- Responsible for being the project leader and merge master for various group projects for the completion of Term 1 & 2 of the game development certificate.

TECHNICAL SKILLS

- Game Engine - **Unity**
- Game Programming - **C++, C#**
- Data Handling – **JSON, SQL, XML**
- Version Control Systems – **Git**
- XR SDKs - **Oculus VR, Google VR, Windows MR, Unity XR**
- Multiplayer – **RakNet, .Net Sockets, Photon PUN, UNet**

RELEVANT WORK EXPERIENCE

FREELANCE UNITY DEVELOPER
NOVEMBER 2019 – PRESENT

UPWORKS AND TOPTAL

- Worked on Tutorials for Education Ecosystem that taught basics of Unity and mobile VR development.
- Completed both designing and developing UI for AR audio visual app using Unity UIToolkit.
- Working on developing an AR VR e-commerce application.

JUNIOR GAME DEVELOPER
OCTOBER 2018 – JUNE 2019

IRONCODE GAMING PVT. LTD.

- Optimized object pooling for dynamic instantiation that drastically improved the framerate.
- Used Monte Carlo Algorithm to predict Poker Patti hands for a Card Exchange game.
- Made client-server applications along with level editors and various other editor extensions.
- Used C#, Unity, Lua, Amazon Web Services and Nakama Server for most of the projects.

OTHER WORK EXPERIENCE

WEB DEVELOPER SEO ANALYST
WEBFOSYS NETWORKS PVT. LTD.

JANUARY 2017 – JANUARY 2018

- Developed search engine friendly websites which caused an increase in organic traffic.
- Specialized in creating SEO friendly content as well as social media marketing for websites.
- Worked on technical content creation for various oil rigging companies.
- Used WordPress CMS and basic HTML/CSS for web development.

EDUCATION

AI, ANALYSIS, DESIGN & IMPLEMENTATION
POST-GRAD CERTIFICATE, DURHAM COLLEGE

AUGUST 2020 – APRIL 2021

- Learning how to create AI algorithms on real world problems using Python.
- Using Tableau and other data visualization tools to present and analyze data.

GAME DEV. ADVANCED PROGRAMMING
POST-GRAD CERTIFICATE, SHERIDAN COLLEGE

AUGUST 2019 – AUGUST 2020

- Learned how to create tools in C# and games in Unity as well as C++.
- Secured a cumulative GPA of 3.98/4.

COMPUTER SCIENCE & ENGINEERING
BACHELOR OF TECHNOLOGY DEGREE, DIT UNIVERSITY

AUGUST 2013 – MAY 2017

- Learned basics of computer science and software development.
- The course was in collaboration with IBM and specialized in Cloud Based Application.
- Secured a cumulative GPA of 8.86/10.

CERTIFICATIONS

- Attained 80% in Cloud Application Developer 2016 conducted by IBM Asia Pacific Skills Academy in November 2016.
- Completed Udacity VR Developer Nanodegree in September 2017 with a 360 Media Specialization.