

PRANAV PAHARIA

Gurgaon , New Delhi , India | pranavpaharia@gmail.com | Language: Hindi, English | +919036023036

PROFILE

A diligent, skilled professional who is good team player. Ambitious to explore various methods to create mind boggling game experiences. Proficient knowledge of game development technologies and its processes.

SKILLS & ABILITIES

- Worked on a variety of Game Development technologies such as Unreal Engine 4, Unity3D, Cocos2dx, RPG Maker, Construct2 and XNA Game Studio. Hence I've good understanding of working with Game Engine and its systems.
- Made games for Mobile (IPad, iPhone, Android and Blackberry). Graphics optimization for mobiles. I've made games for PC as well.
- I keep on researching for new techniques in-game development, learning new concepts in 3D graphics, shaders, etc. I face challenges which are needed to add the technical edge on the project.
- A good understanding of Game Development process. Worked with game design and technical design documents.
- I've worked on C# and C++. And I'm getting better and better while practicing them. But language is not a barrier for me. I can pick up new languages easily.
- From heart I'm a creative person. I love to try new technologies and work on them to get better output for my audience. I'm a result oriented person, who love to interact with creative people to talk about new ideas and work on them.
- A good team player, have a tendency to keep a motivating environment and never give up attitude towards my problems. I've patience which helps me in working with a cool mind.
- Follow good practice with version control.
- 4+ years of game development experience.

EXPERIENCE

Senior Game Developer at [VizExperts](#)

March 2017 to Present

Working on VR Multiplayer serious game. Handling designing of multiplayer systems and mechanics, game replay recording. Character movements, stamina & energy control. Setting up player character properties replication on server.

Game Developer at [TheRootsCo](#)

November 2015 to November 2016

I've build 2D Adventure game framework, a PC Game project using Unreal Engine 4. Build all core mechanics, save systems, content pipelines and tools for designers, writers, artist and sound designers. Worked on Blueprints and C++.

Lead Game Developer [IMPINGE SOLUTIONS](#)

APRIL 2015 to October 2015

I've worked on a Multiplayer game, handling all the aspect of the development of this project. I've wrote Gameplay of player, AI, Settings up dynamic environment, Data synchronization over clients. combat Mechanics, testing tools. It's a PC game with MOBA like mechanics. Its development is done till prototype stage.

Apart from this project I also worked on Air Drone Simulator. Wrote movement of Drone, Racing Track checkpoint mechanics and User Interface and settings up the simulation world.

I handled a team of junior game developers under me working for various other projects. I provided my assistance and guidance to the team, knowledge transfer sessions, etc.

Game Strategist [REDLIZARD STUDIOZ](#)

NOVEMBER 2014 to MARCH 2015

I was responsible for handling project management of "Bug on Wire". Assigning, Making Deadlines, Client Interaction, Feedback Support and Quality Management. Also working on one of their In-house project developed in Unity3D as a programmer. I've taken responsibility of gameplay, optimization, UI, Animation triggers, Saving Data States. And in other in-house project I've worked on designing the gameplay, writing GDD and worked on Game Environment Visuals in assistance with other 2D artists.

UNITY GAME DEVELOPER [CLICKLABS](#)

MARCH 2014 TO OCTOBER 2014

I've worked on a 2D isometric style game like Farmville. I've programmed the gameplay, environment simulations, animation events, API handling to get player profiles and game data, optimization of graphics. This game is in Unity. I've also worked on Cocos2dx programming gameplay mechanics, animation events and sound events.

JUNIOR GAME DEVELOPER [NAUTILUS MOBILE](#)

OCTOBER 2013 TO NOVEMBER 2013

I was responsible for handling the UI and integrating a Comic Book which tells the story as player progress further levels. Language Localization and Debugging the game on Windows Phone and Blackberry Q10. I worked with a couple of developer and artists with a project manager.

INTERN GAME DEVELOPER [BLUEGIANT STUDIO](#)

JULY 2013 TO SEPTEMBER 2013

I was responsible for programming gameplay, animation events, procedural generation of objects, physics adjustments of a Runner Game. I've coded shaders using UnityCg for this game. I worked with an artist and a designer.

EDUCATION

[DSK SUPINFOCOM](#), PUNE

MASTERS VIDEO GAME DIRECTOR 2013 PASSOUT

I got exposure to Videogame Development Process, Video game development technologies like Unreal Engine, Unity3D, Construct2D, RPG Maker, etc. Also I learned to work in game cultured teams, discuss task list. Understanding GDD's and TDD's. I've completed one year of this course.

[VIT UNIVERSITY](#), VELLORE

BTECH INFORMATION TECHNOLOGY 2012 PASSOUT

Data Structures, Software Engineering Principles, Data communication are subjects I liked. Mini Project in Rainmeter(A desktop visualizer) Skin Coding. Major Project in Image Processing

Algorithm. Also I participated in workshops of 3D animation and Network Administration.

[BHARTIYAM VIDHYA NIKETAN](#), GWALIOR

12TH BOARD CBSE 2008 PASSOUT | 75% TOTAL AGGREGATE

Major in Science (Chemistry and Physics) and Mathematics.

[BSF SENIOR SECONDARY SCHOOL](#), TEKANPUR

10TH BOARD CBSE 2006 PASSOUT | 85% TOTAL AGGREGATE

SOFTWARES |

- **Game Dev:** Unreal Engine 4, Unity3D, Cocos2dx, Wintermute, XNA Game Studio, RPG Maker, Construct2
- **IDE:** Monodevelop, Xcode, Visual Studio, QNX
- **Game Dev Tools:** Texture Packer, Custom Game Tools
- **Version Control:** TortoiseSVN, Perforce, Github
- **Graphic Design:** Photoshop, Gimp
- **Content Writing:** Microsoft Word, Pages, Power point, Google Office Applications
- **Content Management:** Wordpress and other content management tools

REVIEWED BOOKS |

- [Unity2D Game Development CookBook](#)
- [Mastering Cocos2d: Cross Platform Development](#)
- [Coco2dx Cookbook: Tricks in Game Development](#)

PROJECTS |

[YOU ARE A CEO](#) [MARIO ITALIANO](#) [CHOTTA BHEEM LADDOO RUNNER](#)
[SONG OF SWORDS](#) (WON [NASSCOM INDIE GAME OF THE YEAR AWARD 2013](#))

EXTRAS |

- I take part in Game Jams, Hackathons and such competitions as it helps me to practice my innovation capabilities.
- Played (Counter Strike) as a professional e-sports player in Inter-College Tournaments. Organized gaming tournaments in college as well.
- A hobbyist writer who writes about philosophy. A hobbyist photographer who likes to click landscapes, capturing human emotions and essence of humanity. And a person who believes in religion of solitude.
- Please visit my [portfolio](#) to see more of my projects and responsibilities, as I've just included few on the resume.