

# VRUND PATEL

Email: [patelvrund815@gmail.com](mailto:patelvrund815@gmail.com)

## EDUCATION

### Bachelor of Science, Game Programming

Feb 2023 - Present

Academy Of Art University (San Francisco, CA)

- ▷ Relevant Coursework: Game Engines, Advanced Game Programming Using C++, Game Programming Using Lua, History of Games

## TECHNICAL SKILLS

<b>Programming</b>	C++, Lua, JavaScript, HTML, CSS
<b>Game Engines</b>	Unreal Engine 5, Unity, Construct 3
<b>Game Designing Tools</b>	Autodesk Maya, Blender, Adobe Photoshop, Adobe Illustrator, Adobe Animate, Adobe After Effects, Adobe Premier Pro
<b>Game Dogfooding</b>	Testing games to find technical bugs, Recommending game feature enhancements

## WORK EXPERIENCE

### Game Developer - XSQUADS Tech Private Limited (Gujarat, India)

Dec 2021 - Dec 2022

- ▷ Part of the 15-member team that developed a battle royale game "Scarfall" from scratch, launched the game for beta-testing to 500+ users in India and selected to present team's game product at **Game Development Conference 2024** in San Francisco, USA to game developers and investors from all around the world.
- ▷ Created game elements (avatars, weapons, buildings, vehicles, etc.) using Autodesk Maya 3D, designed skins, effects, and animations (for weapons, avatars, armory, item pickups and drops, etc) using Blender, added game and inventory UI/UX effects using Adobe Illustrator, formulated a map by placing all game elements to the game product's world in Unreal Engine 5, and wrote C++ code to implement functionality for all game artifacts to create an engaging holistic game product.
- ▷ Came up with ideas along with an end-to-end implementation that helped our game product get a distinguishing advantage over competitors and brought user engagement: 1) multi-player game mode that allows 40 players to play at the same time where each player gets two lifelines, 2) vertical zipline to climb tall buildings in the game product's world, 3) poison zone that drains player's health, and 4) wings that allowed players to glide in the air.
- ▷ Identified and resolved critical bugs (while performing comprehensive beta-testing of our game product): 1) animation not triggering on parachute landing while inadvertently logging damage to player's health, 2) black zone in map that teleported player to another world. 3) wings not actuating when a player jumps from the tallest building.

## KEY PROJECTS

- ▷ Designed and implemented a **2-D Maze Navigation** game using C++ that gives users the ability to move in four directions, place moving enemies at various locations in the maze, obtain wall pass-through power-up at random intervals, and customize the game difficulty level and map. 2023
- ▷ Implemented a two-player **Custom Die Rollout** game where two players race to reach a total score of greater than or equal to 50, with the condition that in any given round they can either save their current round score to the total score or take an additional turn with the caveat that if the current round score exceeds 10 then the current round score is reduced to zero. 2023
- ▷ Implemented a **RPG Character Creator** using C++ that allows the user to design his/her game character by selecting a combination of different weapons and armor, and finally generates a prosperity report sharing attacking strengths and weaknesses of character based on selections made. 2023