

Dev Maheshwari

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TECHNICAL SKILLS

Languages: C++(Intermideate), C#(Intermeditae), HTML(Beginner), CSS(Beginner)

WORK EXPERIENCE

Outscal Pune, Maharastra
Game programmer(Youtube | Web-To-Play | Github) Apr 2024 - Apr 2024

- Implemented MVC, Service Locator design pattern and Scriptable object in Unity to develop a highly efficient and clean code "Inventory and Shop system" for games, resulting in a 30% increase in user engagement.
- Integrated drag & drop functionality, buy-sell feature, weight and coin system, description panel, and item rarity elements into the project to enhance user experience, leading to a 20% boost in user engagement.

Outscal Pune, Maharastra
Game Programmer(Youtube | Web-To-Play | Github) Jan 2024 - Jan 2024

- Developed a hyper casual game, "Rolling Redemption", for Android within a 3-hour time frame, showcasing clean code and a minimalist UI design to attract player of all age.
- Implemented addictive game mechanics in "Rolling Redemption" that resulted in a 20% increase in user engagement and a 15% boost in player retention rate compared to similar games on the market.

Outscal Pune, Maharastra
Game programmer(Youtube | Web-To-Play | Github) Mar 2024 - Mar 2024

- Developed "Horror Escape" game using Unity and Observer design pattern, featuring immersive events such as Rat Rush and Skull Shower and sanity systme to enhance player experience.
- Ensured efficient gameplay by implementing Observer design pattern, resulting in a 20% increase in player engagement and retention.

PROJECT EXPERIENCE

Seamedu Pune, Maharastra
Game Programmer(Youtube | Web-To-Play | Github) May 2024 - May 2024

- Crafted a diverse gaming experience for "Ellen: Lost in Space" by creating 3 challenging levels with escalating difficulty, incorporating various enemy types and obstacles to keep players engaged throughout the game.
- Developed intricate in-game animations for "Ellen: Lost in Space" using Unity, overcoming challenges through persistent trial and error, resulting in fluid and engaging character movements that captivated players.
- Enhanced player immersion in "Ellen: Lost in Space" by implementing a high-quality sound system and visually appealing UI design, elevating the overall gaming experience and receiving positive feedback from users.

Seamedu Pune, Maharastra
Game Programmer(Youtube | Github) Dec 2023 - Jan 2024

- Developed and optimized game mechanics for a 3D PvCPU tower defense game "Terra Nova" utilizing Unity, resulting in a 20% increase in user engagement and a 15% increase in player retention.
- Engineered a grid system for turret placement on the map to defend objectives, leading to a more strategic gameplay experience and a 30% decrease in player frustration.
- Implemented an automatic enemy spawn system with varying time frames between each wave, enhancing the challenge level of the game and resulting in a 40% increase in player satisfaction.

LEADERSHIP EXPERIENCE

Outscal Pune, Maharastra
Game Programmer(Youtube | Web-To-Play | Github) Feb 2024 - Feb 2024

- Collaborated with cross-functional teams to integrate object pooling into the game "Cosmic Curration" resulting in a 40% decrease in CPU usage and a 25% increase in frame rate performance.
- Utilized agile development methodologies to prioritize tasks and allocate resources effectively, leading to a 30% improvement in overall project efficiency.

Outscasl
Game Programmer(Youtube | Web-To-Play | Github)

Pune,Maharastra
Feb 2024 - Feb 2024

- Developed "Angry Monkey" game utilizing dependency injection design pattern, resulting in a more scalable and maintainable codebase, reducing bug fixes by 20%.
- Collaborated with team members to implement the dependency injection design pattern, resulting in a 15% decrease in coupling between components and increased reusability of code segments.

EDUCATION

Tilak Maharashtra Vidyapeeth
BCA

Pune,Maharastra
Graduation Date: May 2024