

Utkarsh Raizada

Game Programmer

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TECHNICAL PROFICIENCY

- Prototyped 50+ games in last 3 years.
- Implemented Mesh Generation and Deformation in unity.
- Programmed LAN games in GameMaker and Unreal.
- Implemented A* and Node Based Pathfinding in Unity.
- Built a RPG Inventory System with stats in Unity.
- Developed level designing and auto-solving tools for faster level design.
- Created Dialog Systems and Decision Trees in Unity.
- Created .
- Worked with multiple Publishers SDKs.
- Created VR and AR demos in Unity.
- Exported multiple Games to Play Store and App Store.
- Participated in and Won several Game Jams.

Implementation

- Experienced with source control tools such as Git and SourceTree.
- Rapidly prototyped several systems to test their feasibility.
- Utilized tools such as JIRA to document and track bugs.
- Utilized tools such as MilaNote for storyboarding and to keep track of the various tasks in each project.

Communication & Collaboration

- Participated as the tech lead in meetings with the Publishers on many occasions.
- Collaborated with team members in remote environments .
- Communicated with fellow developers in team meetings to plan out game content and features.
- Worked with Publishers QA team for polishing and exporting the Game.

Highlighted Projects

- **Game Programmer | AstroMiner | 4 months**
A hyper-casual game Publisher with CrazyLabs.
- **Game Programmer | Ray Escape | 1 month**
A puzzle game made for mobile and web platforms.
- **Solo Developer | The Will | 2 weeks**
A Short horror game made for BYOG 2019 gam jam with unreal engine.
- **Solo Developer | BattleON | 1 weeks**
A two player LAN Based strategy game made with GameMaker (Also my first game).

Experience

Game Developer | Wala Interactive | Feb 2020 - Present

Solo Developer in the studio.

Responsible for all the programming.

Prototyped 50+ games

Game Developer Intern Ken Interactive| Mar - Sept 2019

Created Game-Based Learning Solutions for organizations.

[Example](#)

Skills & Tools

Engines

Unity, Unreal, GameMaker, RPG Maker

Software

Adobe Photoshop, Blender,
Adobe Captivate, MatLab,
Mixamo

Programming

C#, C++, Python

Education

PG Diploma, Game Programming, 2019

ICAT Design & Media College

B.Tech., Computer Science and Engineering, 2018

Lovely Professional University

CGPA - 8.73