

Yogesh Mahawar

Game Developer | Programmer

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SUMMARY

Game Developer specializing in Gameplay and UI Programming, underpinned by a robust mathematical foundation. Proficient in multiple software development methodologies and highly skilled in C++ and C# programming. Possess both professional as well as personal experience in game development using Unity and Unreal Engine. Strong problem-solving skills and ability to work effectively in a team-based environment. Additional expertise extends to making progressive and well-balanced game designs.

SKILLS & ABILITIES

- **Programming Languages:** C, C++, C#, Python
- **Tools & Frameworks:** Unity, Unreal Engine, GIMP, Blender
- **Soft Skills:** Quick Learning Ability, Patience, Initiative, Desire to Improve, Unbreakable Resolve
- **Language Proficiency:** English, Hindi, Japanese
- Good understanding of Game Design, Graphics, Game Physics, AI, and 3D Vector Mathematics

RELEVANT EXPERIENCE

GAME PROGRAMMER (Apr 2022 – Present)

Black March Studios

- Worked on “Crimson Tactics: The Rise of The White Banner” – A Medieval Fantasy Tactical RPG, and successfully shipped the game on steam
- Implemented major Gameplay and UI features: Tutorials, Party Management, Shopping System, Inventory System, Equipment System, Controller Support, Steam Achievements, and Steam Deck Support
- Integrated different feature modules together and made the game flow
- Implemented some of the Magic Spells and Abilities
- Helped in game design of experience system
- Collaborated with other designers, programmers, and artists to put new ideas into the game
- Fixed various major and minor bugs

GAME DEVELOPER (Jan 2021 – Apr 2022)

Personal Projects

- Developed more than 10 games and prototypes of different genres such as RPG, Shooter, Strategy, Arcade, and Hyper-Casuals
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- Programmed fully functional gameplay features from scratch such as Player Movement, Player Actions, Player Stats, Player Skills
 - Practiced UI Programming, AI Programming, and Animation Programming
 - Made low poly environment and character models in blender
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EDUCATION

INTEGRATED B. TECH – M. TECH CSE (2018 - 2023)

Lovely Professional University, Phagwara, Punjab, India

- Specialized in Machine Learning and AI
 - 8.22 CPGA holder
 - Chosen as Class Representative for my batch by the Head of Department of CSE
 - Chosen as Management Head of student club CyberHack
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EXTRA CURRICULAR

Electronic Arts Virtual Experience Program Participant (Jan 2022)

Completed 4 tasks given by EA:

- Modify a Pac-Man implementation to create Vax-Man in Python
 - Modify a Pac-Man implementation to create Vax-Man in C++
 - Design Vax-Man in Unreal Engine
 - Create report on mitigating Cyber Vulnerabilities in games
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PROJECTS

Crimson Tactics: The Rise of The White Banner

- Implemented major gameplay and UI features
- Helped in design decisions
- Fixed bugs and polished the game as required

Glitch Garden

- Implemented core gameplay features of Plants vs Zombies
- Created 4 different types of defenders and 2 different types of enemies
- Created Start Menu and Options Menu UI

Box Shooter

- Implemented First-Person Shooter game mechanic
 - Created 3 different types of moving boxes to shoot at
 - Created moving obstacles and UI
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OTHER ACHIEVEMENTS

- Solved programming challenges on Hackerrank and GeeksForGeeks for more than 4 years (100+ Challenges Solved)
 - Playing games for more than 10 years (100+ Games Played)
 - Played many big franchises such as Mario, Legend of Zelda, Pokémon, Final Fantasy, Halo, God of War, Call of Duty, Assassin's Creed, Far Cry, Devil May Cry, and Resident Evil
 - Gaming Consoles Owned: Nintendo Entertainment System, PS2, PSP, PS5, and Nintendo Switch
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