Siddharth Jain

G A M E   D E V E L O P E R

📞 +1 (321) 263-7954   ✉ jain-siddharth@outlook.com   🌐 https://www.theinsomniacgamemaker.com/

EDUCATION

BSc in Game Development
Full Sail University, FL
2017 – 2019
GPA 4.0

Diploma in Game Design & Development
Anibrain School of Media Design
2016 - 2017

SKILLS

- Unity
- C#
- C++
- DirectX
- HLSL
- Git
- Client-Server Architecture
- Graphical Mathematics
- DSA & Design Patterns
- VR

AWARDS

- Valedictorian
- Advance Achiever
- 9 Course Director Awards

PROFESSIONAL PROFILE

I'm an analytical thinker who is striving to learn and explore new things and technologies. I always go the extra mile to make my work better and I'm passionate about what I do.

EXPERIENCE

Unity Gameplay and Tools Engineer
ARTIX ENTERTAINMENT | July '19 – Present

- Work on a cross platform MMORPG called Adventure Quest 3D.
- Develop gameplay features and implemented server-side code.
- Create development tools for faster creation and iterations.
- Perform remote diagnostics for players and debugged issues.
- Manage weekly releases of the client and downloadable content.
- Technical lead on a smaller project.

Unity UI Intern
MOBICLOUD TECHNOLOGIES | April '17 – June '17
Worked on the UI and fixed bugs for multiple games. Made several frameworks for hyper casual games with extendibility in mind.

PROJECT HIGHLIGHTS

Order Up VR | Unity, SteamVR Developer | Jan '19 – May '19
A frantic VR cooking game. Manage time and resources to serve customers and progress through levels. ([Steam link](#))

Absolute Engine | DirectX, C++, FBX Developer | Oct '18 - Dec '18

- Made a static scene without using any pre-existing engines. Made this project from scratch using FBX models and importing them into my custom format.
- Made a basic rendering engine. Implemented features like AABB, Frustum Culling, Turn- To algorithms, BVHs, etc.
- Made an animated mesh with BlinnPhong Shading. Converting FBX data into binary format to read from my custom engine side.

Tanks 2018 | Unity Developer | Mar '18 – June '18
Tanks 2018 is a team based, couch co-op, top-down, grid-based tank shooter. Defeat the other team is a variety of game modes using strategic base building and fast-paced ranged combat.

Other awesome projects on my [website](#)!