



Neelesh Rajoli

Gameplay Programmer

I'm a computer science graduate and a PC gamer, experienced in Game Development, 3D Math, and Newtonian physics. Having a strong understanding of data structures and algorithms. Having confident command over C++, C#, and Unity3D. Skilled in Gameplay Design, Game logic, UI, Optimization, Render Pipelines and Shaders.

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WORK EXPERIENCE 2+ YEARS

Game Developer

BYJU'S

04/2021 - Present

Bangalore

Achievements/Tasks

- Responsible for developing games, according to specific design and content requirements.
- Improve and add new features to the Framework.

Game Developer

Roxban Studios

08/2020 - 02/2021

Achievements/Tasks

- Published a game for mobile

UI & UX Developer

Code Brew Labs

01/2020 - 07/2020

EDUCATION

B.Tech Computer Science, Business analytics and optimization

University of Petroleum and Energy Studies

2016 - 2020

Dehradun

Projects

- Maintained a distinction grade average with my major projects focusing on Path-finding and Procedural Generations of planets

SKILLS AND PROGRAMMING LANGUAGES

C++

C#

JavaScript

Unity

Cocos Creator

HLSL

Shaders

Game-play Programming

UX/UI Design

Prototyping

PERSONAL PROJECTS

Tower Defence Game (PC)

- The design is sort of a mix between a **City Builder** and a **Tower Defense**.
- Enemy spawn system, Day/Night Cycle, Minimap, resource system, building system.

Third Person Action Shooter (PC)

- Powerful and Modular Character Controller.
- **IK aiming animations**, Capture the flag gameplay.
- Modular weapon system. CO-OP game-play (planned).
- Worked on everything Including, Game-play, level design, sound design, graphics, rendering, Optimization. Expect 3D modeling.

Comet (Mobile)

- I was the sole programmer and designer in this Project, a space game, based on movement and gravity.
- Implementing game mechanics and core programming in Unity.
- As a sole developer at some point, I have touched every aspect of The development process, from UI to Level Design, Gameplay design, Optimization.

Procedural Generation of Planets (06/2019 - 09/2019)

Few more simple games

- Made around 5 more mini games while in university

CERTIFICATIONS

Intermediate Object-Oriented Programming for Unity Games (09/2020)

Grade Achieved: 97.50%

Other Courses related to, Game Design, Design Patterns, Mathematics for Game Developers

LANGUAGES

English

Full Professional Proficiency

Hindi

Professional Working Proficiency