

Sachin Jagotra

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Portfolio:

sachinjagotra4.wixsite.com/projects

LinkedIn:

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Technical Skills

Languages:

- C#
- C++

Game Engines and Libraries:

- Unity Engine
- Unreal Engine
- C++ SDL

Game Programming and Design:

- Procedural Animation
- Vector Math
- Trigonometry
- Game Design
- VR and AR

Software Experience:

- Tortoise SVN
- GitHub
- Blender

Project Names:

- Phoebee(2D Action-Adventure)
- Spin and Roll(Slots Game)
- Fight Knight(MMO-Strategy)

details and other projects available through portfolio link

Summary

Passionate Game Developer whose passion for Game Development stems from the joy of solving problems in both Programming and Games. Dedicated to all aspects of Game Development, from bringing new worlds to life to overcoming challenging problems required to execute technical and artistic Ideas. Experience collaborating with Back-end developers, Designers, and Artists on multiple projects. Familiar with a wide range of Game Development projects from Linear-Story driven games to MMO-Strategy Games and in bringing unique and creative solutions.

EDUCATION

UNIVERSITY OF LINCOLN – LINCOLN, UNITED KINGDOM

MSc. Game Development and Design | September 2022 - September 2023

Core Modules: Advanced Graphics (UE5), Prototype and Evaluation, Advanced Programming (C++), Game Design, VR/AR development

Master's Research: Introducing Variability and Personality in Animated Crowd Simulations through Procedural Animation

PUNJAB TECHNICAL UNIVERSITY – MOHALI, INDIA

Bachelor's degree in Computer Science And Engineering | 2016 – 2022

Relevant Experience

Associate Demonstrator

March 2023 – May 2023 | University of Lincoln, Lincoln, U.K

- Co-ordinated Undergraduate level Game Programming Module demonstration
- Provided feedback and support to attending Undergrad students
- Collaborated with peers Code review and debugging assistance

Game Programmer

Jan 2021 – July 2022 | Hungama-Gameshastra, Hyderabad, India

- Implemented new slot game mechanics
- Developed robust solutions for Network failure handling
- Code and Memory optimization for expanding integration of new IP

Unity Developer

Jan 2020 – Oct 2020 | R.V Technologies, Mohali, India

- Implemented new mechanics for a MMO-Strategy title for Android and iOS
- Game optimization to decrease loading time and asset loading from asset bundles

Game Programmer

April 2019 – Nov 2020 | Off the Ground Studio, Northridge, LA, California, USA (Remote)

- Created prototypes based on design ideas
- Implemented new Gameplay Mechanics Platforming & Combat
- Integrated SFX, UI, and Dialogue systems
- Integrated and Tweaked AI behaviour tree