

Gavish Bansal

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Experience

Xiaofanchuan Games

Game Programmer | 07/2024 - Present

- Programmed game mechanics such as inventories, interaction systems, combat systems, and Unreal Engine game development
- Collaborated with team members to implement AI systems and game event systems
- Implemented environment interactions to enhance player experience
- Developed and optimized code for smooth gameplay
- Conducted testing and debugging to ensure game functionality and performance
- Stayed updated on industry trends and technologies to improve game development skills

Fiverr & Upwork

Game Developer | 06/2023 - Present

- Design and develop custom game prototypes for clients
- Program and implement various game mechanics to enhance gameplay such as key_based grid inventory system.
- Collaborate with clients to generate innovative ideas for game development
- Optimize game mechanics for better player experience
- Implement new game mechanics to improve user engagement
- Conduct testing and debugging to ensure a smooth gameplay experience

Skills

C++, Unreal Engine, C#, OpenGL, Unity, Python

Education

OPS Vidya Mandir | Kamal, Haryana

Senior Secondary Education | 05/2024

Languages

English, Hindi, Panjabi, Punjabi

Projects

Time Manipulation System_ -> An Unreal Engine plugin including an advanced time manipulation system that can manipulate and reverse the desired actor or characters's time flow rate.

Third-Person Multiplayer Shooter Game -> A multiplayer shooter game where the player has to protect animals from poachers.

Horror Game -> A single-player first-person horror game set in an abandoned hospital.