

# Arshvir Goraya

## Game Developer

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## Summary

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Game developer with 3+ years of collaborative, independent and professional experience. Skilled in Unity, Godot, web development, and low-level languages such as C and Rust. Strong love for programming, game design and collaborating in all aspects of game creation while upholding a strong work ethic.

## Professional Experience

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### **ArenaX Labs, Inc | Game Developer | December 2023 - November 2024**

- Collaborated with a team of developers to implement new features in both backend and frontend environments for 100,000+ users playing the web-game AI Arena.
- Used JavaScript and ReactJS to build a significant feature for fast consecutive simulations of battles for developers to see how different attributes contribute to match outcomes, leading to important game rebalancing when needed.
- Engaged with early-access players to resolve issues and implement features.
- Reference letter available upon request.

## Projects

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### **CollapsibleContainer | Godot, GDScript | 2023 - 2024**

- Created an independently developed, open-source Godot game engine plugin with 80+ GitHub stars that continues to help game developers with their UI needs, even leading to multiple financial donations.
- Designed to have seamless integration with Godot's UI for ease-of-use.
- Comprehensive documentation of all code and continuous support through GitHub issues, leading to integration of user feedback and project improvements.

### **Daggerfall Unity Mods | Unity, C# | 2024 - March 2025**

- Creator of 3+ open-source mods for the game Daggerfall Unity, which have amassed 6,000+ unique downloads and 150+ endorsements on Nexus Mods.
- Enhanced existing game by analyzing its code and adding new features while maintaining compatibility with other popular mods for user satisfaction.

## Education

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### **Bachelor of Arts (Honours) in Psychology, May 2022**

*York University, Toronto, ON*

Relevant Courses:

- Game Mechanics
- Game Development I
- Game Development II
- Game History, Genre & New Directions

## Skills

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- Unity Game Engine
  - C#
  - Object Oriented Programming
- Godot Game Engine
  - GDScript
- Bevy Game Engine
  - Rust Programming Language
  - Entity Component System
- Python
- C
- Web development
  - JavaScript
  - TypeScript
  - HTML, CSS
  - ReactJS
  - ThreeJS
- Git, GitHub, Version control
- Game Design
- Communication, Collaboration, Problem-solving