Arshvir Goraya

Game Developer

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Summary

Game Developer with 5 years of experience spanning professional and independent work. Skilled in Unity, Godot, Web Development and low-level programming languages like Rust. Love collaborating in all aspects of game creation while upholding a strong work ethic.

Professional Experience

ArenaX Labs, Inc. | JavaScript Game Developer | 2023 – 2024

- Collaborated with a small team to program new features in both the front and backend for a community of thousands playing AI Arena, a web game where you train an AI fighter with imitation learning to compete against each other.
- Built a significant feature with ReactJS for consecutive fast simulations of battles for players to gauge their fighter's progress and for developers to see how different mechanics contribute to overall winning/losing conditions, leading to rebalancing.
- Reference letter available upon request.

Projects

CollapsibleContainer | Godot/GDScript | 2023 – Present

- Independently developed, open-source, Godot Game Engine plugin with over 100 GitHub stars that continues to help developers with their UI needs, even leading to multiple financial donations.
- Built with end-user in mind leading to seamless integration with the engine for an intuitive interface and comprehensive documentation of code.
- Continuous support and integration of user feedback through GitHub issues.

Daggerfall Unity Mods | Unity/C# | 2024 – 2025

- Creator of 3 open-source mods for the game Daggerfall Unity, amassing over 15,000 unique downloads and over 250 endorsements on Nexus Mods.
- Analyzed code written by others to add new functionality not only compatible with the existing game, but also other popular mods, leading to ease of installation.
- Integrated feature requests and fixes on reported bugs for a more stable experience.

Platinum Driver | Unity/C# | 2021

- Pitched core game mechanics and led a team of 4, assigning tasks and making sure everyone was on the same page, resulting in an organized production cycle.
- Efficiently used OOP techniques such as inheritance to deliver a performant prototype, while performing bug fixes and optimizations to create a better game experience.
- Worked closely with the artist to determine the overall aesthetic of the game.

Education

York University | Toronto, ON | Bachelor of Arts (Honours) Psychology | 2022

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

Skills

- Web Development: JavaScript, Typescript, HTML, CSS, ReactJS, ThreeJS
- Unity Game Engine, C#, Object Oriented Programming
- Godot Game Engine, GDScript
- Bevy Game Engine, Rust Programming Language, Entity Component System
- Pygame, Python
- Git, GitHub, Version Control
- Game Programming, Game Design
- Linear Algebra, Vector Math
- Communication, Organization, Collaboration, Integrating Feedback, Problem Solving
- Adobe Photoshop, Adobe Premiere Pro, Adobe Illustrator