Arshvir Goraya

Game Developer

CONTACT INFORMATION

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SUMMARY

Game developer with over 2 years of collaborative and independent experience in Unity and Godot. Skilled with C#, GDScript and have development experience using JavaScript and Rust. Specialize in programming and game design. Love collaborating in all aspects of game creation while upholding a strong work ethic.

EXPERIENCE

Game Developer at AI Arena   **December, 2023 - Present**
- Performing various tasks related to Game Development.

PROJECTS

Arshvirgoraya.com (JavaScript | HTML | CSS)   **October, 2022**
- Description: a portfolio to showcase my game development work.
- Includes a simple **mini-game** built using just **JavaScript**.
- HTML implemented **with accessibility in mind**: aria-labels on UI elements for assistive technologies like screen readers, traversable with keyboard only, and can be used without JavaScript enabled.
- **CSS and JavaScript used for responsive design** and interactive styling, with almost all elements reacting to user input, creating an engaging user experience.

Platinum Driver (Unity | C#)   **November, 2021**
- Description: 3D game where you shoot, dodge, and avoid oncoming obstacles.
- **Pitched core game mechanics** and **led the team** by assigning tasks and making sure everyone was on the same page, resulting in an **organized** production cycle.
- Worked closely with the artist to determine the overall aesthetic of the game.
- Efficiently used **OOP techniques** like inheritance to deliver a performant prototype.
- Performed **bug fixing and optimization** to create a better user experience.

CollapsibleContainer (Godot | GDScript)   **August, 2023**
- Description: A **plugin made for the Godot game engine** designed to add accordion UI functionality. Made independently by me and released as an open source project.
- **Complete documentation** of all code to increase comprehension for developers.
- Designed with end-user in mind resulting in an intuitive and easy-to-use interface, with **seamless integration into the engine**, making it as easy as possible for game developers to use.

EDUCATION

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

- JavaScript
- HTML
- CSS
- C#
- Unity
- Git
- Game Design
- Communication
- Organization
- Integrating feedback
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe Illustrator
- Godot
- GDScript
- Rust Programming Language
- Bevy (Rust Game Engine)