

Arshvir Goraya

Game Developer

Toronto, ON, Canada

647-701-2742

arshvirgoraya@outlook.com

<https://arshvirgoraya.com>

Summary

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

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

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

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

- 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