



Pavankumar Chopra

CONTACT

9, Navakar Building, Arihant
Colony, Lingad Road
Bijapur - 586102
India

ZeroByteDNA@live.com
pavanchopra.weebly.com
(+91)8123-320-128

SUMMARY

Game Programmer with a strong understanding in fundamentals of Game Development Pipeline and Team Management.

OBJECTIVE

To further advance my skills as a Gameplay and AI Programmer by working in teams, creating engaging games.

EDUCATION

B.A (Hons) in Video Game Development

July 2011 — June 2014

Image College of Arts, Animation and Technology

Relevant Course Works:

- Elements and Principles of Art/Design
- XNA Game Studio
- Board Game Development
- 2D/3D Game Programming with DirectX 9.0
- Unity3D
- Networking
- J2ME
- Unreal Development Kit
- Game testing (Bug Fixing)
- Video Editing - Adobe Premiere
- Graphic Design

Diploma in Software Engineering

2009 — 2010

NIIT Limited

Relevant Course Works:

- C# Programming Language
- Database Management - SQL Server
- Software Testing and Management (Debugging)
- Java
- XML/PHP (Basic)
- Windows Application Programming

DEVELOPMENT PROFICIENCY

Languages: C/C++ (4 years), C# (8 years), Java/JavaScript (3 year), PHP (3 year)

Environments: Microsoft Windows, MacOS

SDKs/Engines: Microsoft XNA Game Studio, Unreal Development Kit, Unity3D, Unreal Engine 4

API: DirectX 9.0, Win32 API, MS STL Library

IDE: Microsoft Visual Studio, xCode(Basic), Eclipse, NetBeans

Other Applications: Adobe Photoshop, Adobe Illustrator, Flash, Adobe Premiere (Basic), Autodesk Maya (Basic), StarUML, Microsoft Word, Excel

Platforms: Windows, Android, iOS, XBOX, OculusVR (Basic), HTC Vive, Windows Phone

WORK EXPERIENCE

Freelance

June 2015 — Present

STUDIO PROJECTS

Sudoku Unlimited, Developed in Unity3D for Android, iOS

Developer

A puzzle game that never gets old, Sudoku has stood the test of time and still proves to be one of the best brain-train games suitable for a wide variety of users. Set with a refreshing theme of nature, it can be played anytime, anywhere and it's ABSOLUTELY FREE to download and play.

Sail : A Glacial Journey, Developed in Unity3D for Android, iOS

Backend Developer

Sail is a glacial journey of a ship. Set in the frozen Arctic, this medieval Ship has to traverse the treacherous Arctic waters in search of a new adventure. The Arctic ocean is full of icebergs blocking the ship from moving ahead. Slide the blocks of ice to make a clear path for the ship to proceed.

The Word Game, Developed in Unity3D for Android, iOS

Backend Developer

The Word Game is a delightful twist to the stick puzzle genre! Here we have represented the English alphabets with a new stick based fonts. You will have to guess the word based on a riddle/hint line and an indicative letter set that is close to the answer.

COLLEGE PROJECTS

SECTOR DOWN, Developed for OculusVR

Developer

Sector Down is a Sci-fi FPS game. Researching on the development aspects of OculusVR and integrating it with Unity3D and UDK.

CLACT, Developed in Unity3D for XBOX

Developer

Clact is a moderately paced real time strategy game. Features: Click to Move Style (like DotA, LoL, etc), Switch targets and attack them from a range, floating health bar, Camera Style (like Rise of Nations, etc) This game was meant to be a tech demo.

PLANET SHIFT, Developed in Unity3D for Android (June 2013)

Developer

Planet Shift is a endless flight simulation game, on an unknown metallic planet. Accelerometer based controls for spaceship. It was fun coding the game.

FINDING LOVE, Developed in UDK for PC

Developer

Finding Love is 3D maze based puzzle game. It is still a prototype. Implemented Isometric Camera through Unreal Script. Setup Triggers using Kismet. Animated assets using Unreal Matinee.

THE FROG HUNT, J2ME for Mobile

Designer / Illustrator / Developer

The Frog Hunt is Zuma Style never ending marble shoot out game. Optimization was the key element in the game, which was achieved by creating classes for the major elements of the game.

BATTLESHIP, Written in C++ for PC

Developer

Battleship is text-based game inspired from a flash game. Its a multiplayer game. Players get to place their battleships in an ocean and attack the other player's ships.

CUBIC, Developed using DirectX 9.0 API for PC

Designer / Developer

Cubic is a endless 3D flight simulation game. Coded the flight controls/mechanics.

BLOSICS, Developed in XNA Game Studio for PC

Level Designer / Developer

Blosics is a casual physics based object-flinging game like Angry Birds. Applied the projectile physics in this game. Used XML for level designing. Highly Optimized. OOPS applied in almost all the aspects of the game. This game highly leveraged my confidence and

programming skills.

GAME JAMS

REAPER'S VALLEY (WINNERS), Developed in Unity3D for PC (September 2014)

Developer

Made for Game Jam Titans 2014 on a team of 4 using Unity3D in 48 hours.

CARDIAC MANIAC, Developed in GameSalad for PC (January 2013)

Developer

Made for Global Game Jam 2013 on a team of 5 using GameSalad in 48 hours.

ACTIVITIES/AWARDS

- Part of India's First Ever Crowdfunding Powdered Hunt for Roshambo Game.
 - Runner-Up for Upcoming Game of the Year Award at NGDC 2016 - Hyderabad for Janken Game.
 - Gold Medalist at Game Jam Titans 2014 - Bangalore for Reaper's Valley Game.
 - Gold Medalist at ICAT Design and Media College, Bangalore for Academic Performance.
 - Organised Gamayana Gaming Tournament at ICAT Design and Media College (Sponsored by SteelSeries)
-