

SHASHIKANTH BHAT

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 Email
 LinkedIn
 GitHub
 Portpolio

Skills

Programming Languages	: C#(Intermediate), C++ (Beginner)
Game Engines	: Unity 3D.
Version Control	: Git.
Programming Design Patterns	: Singleton, MVC

Work Experience

Intern Game Developer (Outscal Pvt Ltd.)

(2020 To present)

- Developed a 2D platformer game using a singleton pattern and level win condition for each levels
- Developed 3D tank game using MVC design pattern
- Developed a replica of Nokia snake Game using Unity 2D
- Developed a C++ game with Using concepts of OPPS

Projects

Battle Tank 3D (Using Unity)

[Github](#)

- Used a MVC Design Patten for Player and Enemy services
- Used Joystick control for controlling a Player Movement
- Used State Machine Behavior & AI to create different States of enemies like Patrolling, Attacking & chasing.

2D platformer Game (Using Unity)

[Github](#)

- Used Generic Singleton approach for overall game architecture
- Used Animation technique different types of enemies like dumb enemy, intelligent enemy, & smart enemy.
- Used a Level win conditions for each levels.

2D Snake Game (Using Unity)

[Github](#)

- Used Grid System for snake movement
- Used scriptable object & object pooling Power ups for special abilities

Education

Master Of Science (Statistics)

2015

Mangalore University

70%