

YASHAR SHAIKH

SOFTWARE ENGINEER

Mumbai, India (Open to relocate)

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Technical Skills

Languages : C++, C#, Python, Java, JavaScript

Tools/Frameworks : Unity, Unreal Engine, Git, SVN, GitHub Copilot, CI/CD

Concepts : Design Patterns, Coding Standards, Version Control, UI/UX, Agile Development, AI Systems, Network Programming, Unit Testing, Problem Solving, Communication Skills

Experience

Tecknotrove System

Aug 2023

Junior Developer

Mumbai, India

- Led and mentored a team of 3, delivering a military vehicle simulator using Unity and physics simulations.
- Fostered collaboration and streamlined the debugging process, reducing time spent on troubleshooting by 30% through Test-Driven Development (TDD).
- Enhanced realism by 20% through GPU optimization, working closely with artists and QA teams for smooth integration.

Nilee Games and Future Technologies

Dec 2022 – June 2023

Intern Unity Developer

Mumbai, India

- Shipped one Android game, showcasing the ability to bring a project from concept to completion.
- Designed engaging game play mechanics using Unity C#, contributing to 100,000+ downloads within the first month of release.
- Coordinated cross-functional teams of 4 to enhance game play, incorporating player feedback and reducing bugs by 10%.

Projects

Mobile Crane & Articulated Truck Simulator | Unity, C#, Physics System

- Developed a realistic vehicle simulation in Unity featuring a mobile crane and articulated truck.
- Implemented custom vehicle physics, articulated steering systems, and fully functional crane mechanics.
- Focused on gameplay systems, physics-based vehicle control, and modular code architecture for simulation use cases.

Procedural Planets | C#, Unity Engine

- Developed a procedural planet generation system in Unity C# to create diverse and visually distinct planets.
- Implemented a planet generation system using Perlin noise algorithms, leading to the creation of diverse landscapes and resulting in unique planet prefabs for further game integration.
- Built modular and reusable code for extensibility, allowing for future enhancements or integration into larger projects.

SFML Game Engine (Flappy Bird Clone) | C++, SFML

- Crafted a fully functional Flappy Bird clone using SFML, showcasing expertise in game development, event handling, and rendering.
- Streamlined game play performance by optimizing resource allocation and coding practices.
- Showcased proficiency in C++ programming and SFML game engine development, delivering an engaging and interactive gaming experience.

Education

Mumbai University

Bachelor of Engineering in Computer Science

Mumbai, India

MSBTE

Diploma in Computer Engineering

Mumbai, India

Professional Training

- Computer Graphics with Modern OpenGL and C++.
- Game Design Foundations: 1, 2, and 3 - Completed series of courses covering essential game design concepts.
- Complete C# Game Developer 2D - Successfully finished course in 2D game development using C-Sharp.

Achievements

- Capstone project that clinched the 2nd position in the St. John College of Engineering and Management competition, showcasing effective strategic implementation.
- Revitalized College Fest as Main Anchor, engaging 500+ students and receiving rave reviews for event hosting.