

# SHANTANU BHATT

[bhatt.shantanu11@gmail.com](mailto:bhatt.shantanu11@gmail.com) | +44-7407832217 | <https://www.shantanu-bhatt.com> | <https://github.com/Shantanu-Bhatt-K>

## EDUCATION

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- City, University of London** **MSc Computer Games Technology** Oct 2023
- Coursework: Advanced Games Technology, C++ OOP, Game Development Process.
  - Currently working on a thesis on generating procedural cave systems for training AI Agents.
- Indian Institute of Technology (IIT), India** Jul 2018 - May 2022
- Bachelor degree in Electrical Engineering
  - Coursework: Linear Algebra, Differential Equations, Advanced Mechanics, and Introduction to C++

## EMPLOYMENT HISTORY

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- Arcadon Games, Remote** **Gameplay and Integrations Intern** Feb 2023 - Jul 2023
- Spearheaded a Cricket Simulation and Sports Manager game in Unity.
  - Incorporated Git lab and Source tree for version controlling in order to coordinate work among various collaborators.
  - Integrated Google SDKs Play Services and Firebase, directly in Unity to leverage Analytics data from players.
  - Designed and integrated complex game mechanics to improve user experience.
  - Recognised for resolving technical hurdles, maintaining a collaborative approach to complete project deadlines.
- K12 Techno Services, Remote** **Game Developer Intern** Aug 2021 - Oct 2021
- Developed educational games for preschoolers (4-6 year old), including Tracing Games and Matching Objects .
  - Implemented game play mechanics and enhanced UI assets, transitioning from outdated to modern design elements.
  - Streamlined and modularisation of code base using MVC to facilitate efficient future development.
  - Gained a robust grasp of game development principles and acquired effective teamwork skills in a professional setting.
- Oneros Tech Pvt Ltd, Remote** **Game Developer Intern** Dec 2020 - May 2021
- Created animations and implemented UI Interface, Methods and functions to design gameplay mechanics.
  - Developed Menu Items and Editing Unity GUI for easy Level Designing.
  - integrated multiple games to create a seamless user experience.
  - Built a multi-input system, combining Mobile and M&K Controller.
  - Designed, programmed and executed an achievement system to a finalized game.

## SKILLS

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Programming: C/C++, C#, JavaScript, GLSL

Applications: Unity, Unreal, Blender, Photoshop, Adobe After Effects

Techniques: 3D Modelling, Animation, Networking

## COURSES

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Sep 2022 - Intro to Data Oriented Tech Stack(DOTS) & ECS in Unity by GameDev.tv, Nathan Farrer, Rick Davidson, Udemy

Sep 2023 - Build an FPS Multi-Player Game with Photon PUN2 & Unity by Denis Panjuta, Tutorials.eu, Udemy