Abhay Tiwari
Game Programmer

Email - abhaytiwariwork0@gmail.com
Contact - +91 - 7903280799

Skills

Programming Languages	-	C# , C++
Game Engine	-	Unity
Version Control	-	Git
Software	-	MAYA , SubstancePainter,Zbrush,Photoshop

Projects

2 Player Battel Adventure

- Created Health and Attack system for both player and enemy
- Created turnbase system
- Implemented OOPS concept

UPDOWN : Unity Game

- Successfully published on Playstore
- Utilized the State Pattern for managing Player and Enemy states
- Created health and Level lock and unlock System

Experience

3D Artist - Altworld (March 2022 / March 2024)

- Led development on AltWorld India's mobile gaming platform
- Spearheaded 3D modeling and technical artistry tasks to optimize Unity scenes
- Enhanced visual fidelity of the game
- Transitioned between low and high-poly models for optimal performance and quality
- Contributed to over 1000 meticulously designed assets
- Developed and implemented shaders
- Managed and optimized lighting for scenes

Jr.3D Artist - YESRGB (March 2021 - Aug - 2021)

- Worked as a Jr 3D Artist on AAA assets
- Responsible for modeling and texturing
- Used Maya, Substance Painter, and Zbrush for asset creation

Education

Full Stack Game Development - Outscal (March 2023 - Present)

B.A – Mahatma Gandhi Kashi Vidyapith

Arena Animation Internation Program (AAIP) Arena Animation.