

# NACHIKET DABHADE

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Aiming to be a technical designer with the ability to rapidly build prototypes, debug code and provide modular code snippets to provide efficient and easy to work with codebases while working simultaneously with designers and programmers.

## EXPERIENCE

JAN 2021 – MAR 2021

**“LUMINESCENCE”**, GROUP PROJECT, UNITY VR

Being part of a small team, I acted as the Lead Technical Designer and Build Engineer collaborating between the programmers and designers to build the VR experience which got shipped on the customer’s platform.

SEPT 2020 – SEPT 2021

**“SHAMAN”**, GROUP PROJECT, UNREAL ENGINE 4.26

Being part of a small team, I acted as the Art Lead, Technical Designer and a Level Designer to build the world and majority of the blueprints.

SEPT 2020 – SEPT 2021

**“THE COLORING BOOK”**, SOLO PROJECT, UNITY

Designed a main mechanic to work around and built the levels to accentuate the player’s ability to play around in an environment using his platforming skills.

## EDUCATION

JAN 2020 - SEPT 2021

**GAME ART & DESIGN**, LASALLE COLLEGE, VANCOUVER

MAY 2014 - JUNE 2018

**BACHELORS OF ENGINEERING, COMP SCI**, BITS EDU CAMPUS, GTU

## SKILLS

- Unreal Engine 4 – Blueprint and C++
- Unity
- Photoshop
- Debugging

## ACTIVITIES

Other than game design, I have always had a peak interest in photography and film making. So, these days I am putting some hours into learning virtual production inside Unreal to help me bolster up my skills.