Safwan Paleri

India



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Summary

As a B.Tech(Hons) Computer Science Engineering graduate with a minor in Machine Learning and an elective in RPA, I am an accomplished game programmer with experience in gameplay, UI, animation programming, and backend/frontend development.

In my current role as a Unity Developer at App Mechanic, I have worked on the programming of a WebGL game from scratch, as well as the backend and frontend development of two AR games and an AR app. I have also gained experience in Restful web services and APIs and have expanded my knowledge of new technologies, including Google Firebase, AR Foundation, Vuforia, Unity Photon, Mapbox, and AWS.

During my previous internships, I have been part of prototyping teams, worked on multiple games, and tested gameplay and UI. I have gained proficiency in Unity, C#, Visual Studio, and GitHub. I am also a problem solver with a time-efficient approach,

In addition to my professional experience, I am passionate about both creating and playing games. I believe that games have the power to entertain, educate, and inspire people, and I am excited to be part of this dynamic industry.

Outside of work, my hobbies include playing games, creating my own games, watching movies and series, and exploring new anime. And, of course, no day is complete without a cup of coffee to fuel my creativity and passion. So, if you want to discuss game development or just chat over a cup of coffee, feel free to reach out to me!

Experience

Munity Developer

App Mechanic Aug 2022 - Present (1 year 2 months) Worked on Gameplay, UI, Animation programming of a WebGL game from scratch. Worked as backend and frontend developer of 2 AR Games. Worked as backend/frontend developer of 4 AR apps. Worked on Restful web services and APIs. New Technologies Learned: Google Firebase, AR Foundation, Vuforia, Unity Photon, Mapbox, AWS, AZURE, Playfab

🗾 Software Engineer Virtual Experience Programme

Electronic Arts (EA) Oct 2021 - Oct 2021 (1 month) -Worked on 4 tasks. 1. Game programming using Python. 2.Game programming using C++. 3.Implementation of game in Unreal Engine. 4. Introduction to Cyber security.

Game Developer Intern

Tentaxaur Studios May 2021 - Jul 2021 (3 months) -Part of prototyping team. -worked on 4 games

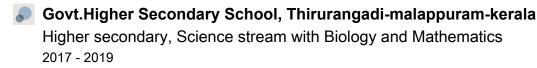
- Worked on gameplay, UI

- Technologies Used: Unity, C#, Visual Studio, GitHub

Education

Lovely Professional University

Bachelor's degree, Computer Science Jul 2019 - Jul 2023



Malabar Central School, valiyaparamba-malappuramm -kerala Secondary Education, CBSE secondary education 2015 - 2017

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The Model School -Abu dhabi,UAE
Higher Education, 4th-9th
2010 - 2015
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Licenses & Certifications

- Data Processing Specialist Aspiring Minds 14421028-211
- Software Development Trainee Aspiring Minds 14421028-166
- **Unity 2D Game Development** Udemy UC-2beee0e7-cef5-4453-86b3-a925963a4a10
- **Complete Unity 3D Game Development with C#** Udemy UC-7a647ed5-4aff-4c94-8dee-7677347d6500
- Diploma in Community Development Revised Alison

1786-16703928

- **Unreal Engine C++ Developer** Udemy UC-1f6b23da-1b05-4acc-9f28-512b10b7a673
- **Pro Unreal Engine Game Coding** Udemy UC-4ea11ad4-7859-4032-988a-7a1d840ceb06

∂ G Data Structure And Algorithm Self Paced - GeeksforGeeks

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Skills

Critical Thinking • Cross-platform Development • Attention to Detail • Problem Solving • Unity • Gameplay Programming • Game Development • C# • Unreal Engine • C++