

# Safwan Paleri

India



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<https://safwanpaleri.github.io>

## 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



### Unity 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



### **Govt.Higher Secondary School, Thirurangadi-malappuram-kerala**

Higher secondary, Science stream with Biology and Mathematics

2017 - 2019



### **Malabar Central School, valiyaparamba-malappuramm -kerala**

Secondary Education, CBSE secondary education

2015 - 2017



### **The Model School -Abu Dhabi,UAE**

Higher Education, 4th-9th

2010 - 2015

## **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

 **Data Structure And Algorithm Self Paced** - GeeksforGeeks

34c6f5c935ebef05299a29331d0e5047

## **Skills**

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