

Sachit Nanajkar

GAME PROGRAMMER BASED IN UK,

Kingston Upon Thames, London

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Portfolio: <https://sachitnj.wixsite.com/sachitportfolio>

GitHub: <https://github.com/sachitnj>

Objective

Motivated and detail-oriented game programmer with a master's degree in game development (programming) from Kingston University, London, and one year of hands-on experience in Unity C# projects. Passionate about creating immersive and engaging gaming experiences. Seeking a challenging position as a game programmer to contribute technical expertise, foster continuous growth, and infuse creativity into innovative game development projects.

Education

- **Masters in game development (programming)**
Kingston University, London, UK (January 2023 – January 2024)
- **Bachelor of Technology (BTech) in Data Science**
SRM University, Andhra Pradesh, India (2018 – August 2022)

Projects

- **Bladebound (Prototype) – Solo developer**
 - Solo project for 'Bladebound' game prototype.
 - Made to showcase Combat System GitHub.
- **Monostrike Mortals – Collaborative project**
 - 2D game developed for UDC Game Jam#27 on the theme 'One Hit'.
- **Swarm Hold – Solo developer**
 - Oculus Quest 2 VR game inspired by the 'Zion defense scene' from the Matrix Trilogy.
 - Tested BOIDS for swarm behavior in Unity.
- **IntoTheFray – Solo programmer**
 - Third-person, multiplayer, shooter, survival game in Unity.
 - Multiplayer solution used – Photon Pun 2

Technical Skills

- Programming Languages: C#, C++, Markdown, HTML, CSS, PHP
- Game engines and Software: Unity, Unreal Engine, Godot, Visual Studio, Visual Studio Code, Git Bash, Fork, Blender, Notepad++
- Version Control: GitHub

Professional Experience

- Visiting Lecturer for Game Programming:
University of Winchester, Winchester
(September 2023 – Current)
- Instructing undergrad students in game programming, covering OOPs, Clean Coding, 3C's, Design patterns, version control, Optimization techniques, etc.
- Developed and delivered engaging lectures, tutorials, and practical exercises.

References

Available upon request