



# Shweta Patil

## Game Dev



Mumbai, India



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## EDUCATION

<b>University of California, Santa Cruz</b>	MS in Games and Playable Media	Sept 2016 - Aug 2017
<b>California State University, East Bay</b>	MS in Computer Science	Sept 2013 - March 2016
<b>University of Mumbai, India</b>	BE in Computer Engineering	Aug 2008 - May 2012



## SKILLS

<b>Languages</b>	C++, Blueprints, C#, JAVA, VB, Assembly, ActionScript, HTML, CSS, JavaScript
<b>Software</b>	Unreal Engine 4 (UE4), Unity, SFML, Twine, Android, Adobe package; Jira, Git



## EXPERIENCE

<b>Freelance Game Dev</b>		Present
<b>Ubisoft, Pune-</b>	R&D Engineer	Feb 2019 - Aug 2019
<b>GSN Games, San Francisco-</b>	Game Developer Intern	Sept 2014 - Dec 2014



## CERTIFICATIONS

<b>Harvard University, Cambridge</b>	- Video Editing and Digital Design Course	July 2016
<b>Zee Institute of Creative Art, Mumbai, India</b>	- Web Design	April 2013
<b>Hewlett Packard, Bangalore, India</b>	- Android Winter Training	Jan 2015



## GAME ENGINE- Udemy Certifications

<b>Unreal Engine 4</b>	Courses by <b>Epic Games</b>	Mastery (C++)	Basic (Blueprints)
<b>Unity 3D</b>	Pass the <b>Unity</b> Certified Developer Exam	Game Jams & Rapid Prototyping	



## PUBLISHED GAMES

<b>Mirage The Illusion:</b>	Narrative critical decision making game	[Google Home, Google Assistant]
<b>Role:</b>	Game Designer, Gameplay Programmer, Narrative Writer	[Aug 2017]