

Nachiket Dabhade

Technical Designer

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[Portfolio](#)

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Summary

Technical Designer with two years of experience working with Unreal Engine, Unity and Godot using C#, C++, and Blueprints. Skilled in creating engaging game systems, levels, and interactions. Enjoy rapidly ideating concepts, implementing interesting ideas, grayblocking in-engine, and providing a finished working product for my team.

Work Experience

GAMEPLAY PROGRAMMER

FERN SPROUT STUDIOS

Aug 2024 - Current

- Designed and implemented player equipment and abilities for the breach phase in **Godot**, enhancing gameplay mechanics and player experience.
- Conducted code reviews to optimize performance, resulting in a 10% improvement in game efficiency.
- Collaborated with game designers to develop a resource and inventory system for managing player items.
- Contributed to designing test cases and testing edge cases to improve gameplay stability.

TECHNICAL DESIGNER

Oct 2023 - Sept 2024

I CAM DO IT

- Developed a 2D/3D hybrid puzzle-platformer in **Unity** using **C#**, featuring a unique camera-switching mechanic to enhance gameplay.
- Designed and balanced levels with strategic obstacles, platforms, and collectibles, encouraging critical thinking and exploration through varied camera perspectives.
- Created an intuitive UI for seamless camera switching, improving player experience and increasing average gameplay time by 25%.

TECHNICAL DESIGNER

Jan 2021 – Mar 2021

LUMINESCENCE

LIMINAL: Relax. Unwind. Engage. Explore.

- Successfully launched the experience on the Meta Quest store for Liminal, achieving **top 3 ranking** in the Soothing Experience category for four months.
- Led a team of 5 to develop a VR experience in **Unity** and **C#**, managing the project, repository, and GitHub collaboration.
- Refactored code and created tools to improve designer workflows, delivering weekly builds and maintaining project milestones.

Projects

Bank Statement Analyzer: PDF to Google Sheets Converter

- Developed a **Python** application to automate bank statement analysis
- Implemented **PDF parsing** to extract financial data and upload it to Google Sheets
- Created data visualizations and spending habit reports using **Google Sheets API**
- Reduced manual data entry time by 90% and improved accuracy of financial tracking.

SKULL COLLECTORS

- Developed an AI system in **C++** with modules for Perception (object detection), Finite State Machine (decision-making), and Steering (movement control) using movement algorithms and boid ideology.
- Implemented UI with **ImGui** to display agent states and skull collection scores, applying SOLID principles for clean and modular design.
- Optimized performance for large-scale entities, leveraging **XEngine** and **ImGui** frameworks for efficient rendering and debugging.

Education

Design Foundations

Jan 2022 – Dec 2022

Algonquin College, Ottawa

Game Art & Design

Jan 2020 – Dec 2021

LaSalle College Vancouver

Bachelor of Engineering,
Computer Science

July 2014 – June 2018

GTU, Ahmedabad