Daksh Patel

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Objective

Seeking an internship in the game development industry, interested in a learning environment within research and development, project management, and quality assurance.

Education

Master of Science in Game Science and Design   (Expected graduation - May 2025)
Northeastern University, Oakland.   GPA: 3.8

Bachelor of Engineering in Computer Engineering   (Graduated - September 2022)
Kadi Sarva Vishwavidyalaya, India.   GPA: 3.6

Projects

Project Tomorrow (3D-Game)

- Created a competitive racing/action game for Windows and Mac using Unity/C# catered for 9-11 year olds at Mills College Children's School (MCCS).
- Developed the prototype by conducting a workshop to research players interests and utilize the "Think Aloud" protocol to include testing and enhancements based off of players feedback.
- Utilized MDA (Mechanics, Dynamics, Aesthetics) analysis to refine gameplay elements and ensure a balanced and enjoyable player experience.
- Conducted playtest sessions to gather feedback and iteratively improved game mechanics, controls, and overall user experience.

A Walk in the Park (Gamified Study)

- Conducted a gamified quantitative study on how virtual environments and real-world experiences intersect, leading to moral decision-making by players in gaming specific to young NPCs presence in video games.
- Utilized the StudyCrafter platform for experimental design and data collection.
- Developed hypotheses and conducted statistical analysis using descriptive statistics and Welch's t-tests.
- Managed participant selection, ensuring diversity and representation.

In-Game Content – Why should I buy it? (Research Study)

- Researched business models to help game developers and publishers monetize the game to maximize revenue generation.
- Conducted research on the motivations behind gamers' purchases of in-game content.
- Interviewed ten gamers to gather data and analyzed it using comparative analysis to identify trends and insights.

Flame Fighter VR (Game Development In-progress)

- Implemented teleportation areas along with different movement features like continuous movements & snap turns using the joystick with enable/disable features for accessibility, combined spatial audio with realistically scaled objects to create a fully immersive VR experience.
- Added different interactor features with the option to toggle between rays and direct interaction, socket interactors with specific layers for grabbable objects, and trigger-based activation events.
- Designed an informative UI interface with options to reset the scene for replayability.

Course Work

- Game Design and Analysis
- Psychology of Play
- Mixed Research Methods for Games
- Developing Extended Realities
- Object Oriented Programming with C++
- Engineering Mathematics

Technical Proficiencies

Unreal Engine 5/ C++ | Unity/ C# | Blender | GitHub | StudyCrafter | Trello | Miro | Jira | Discord | Microsoft Office Suite