

CONTACT ME

+91 9049079248

yashsavoicar@gmail.com

[KnowMeAsYash](#)

Panaji, Goa

[Google Play Page](#)

EDUCATION

Goa College Of Engineering

Bachelor of Computer Engineering (80%)
2018-2022

Dhempe College of Science

12th Grade Science Stream
2016-2018
Stood 2nd in Science stream (84%)

SKILLS

Languages

- C/C++(OOP)
- C# (Unity),
- Java & LibGDX
- Javascript(basic),
- Python(basics),

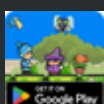
Game Engines

- Unity (2D,3D)
- Unreal Visual Scripting (beginner level)
- Blender (beginner level)

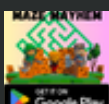
Other

- Git-Bash, Tortoise SVN
- Bit-Bucket
- Flutter (Basics)
- HTML,CSS , Video Editing,
- Android Studio
- Visual Studio

MY LIVE GAMES



[Platform Adventures](#)



[Maze Mayhem](#)

YASH SAVOICAR

Game Programmer
@ Singular Scheme

ABOUT ME

Game Programmer with 4+ years experience working with Unity 2D and 3D with great knowledge of the Engine and also fair experience with 3rd Party Plugins and Unity Monetization Network. Intermediate Level experience working with Java and LibGDX framework for making games. Looking to be part of a studio that gives importance to player value and make gamers feel part of the community.

WORK EXPERIENCE

Singular Scheme

Present

Gameplay Programmer Unreal

- Working on a RPG PC game in Unreal Engine and C++

Black March Studios

03/2024 - 04/2025

Gameplay Programmer Unity

- Working on a new AA PC title for Steam (1/2 programmer)
- Started project from scratch and built up the code base
- Worked on simulation systems like AI, industry, power grid, construction
- Designing and implementing independent system for games
- UI design and programming
- [Link to the steam page](#)

Rendered Ideas Softgame Pvt. Ltd

10/2022 - 09/2023

Game Developer

- Credited as Programmer for revamping entire GUI and implementing 3 new games from scratch for the game Kiddo Gem for amazon platform
- Bug fixing on both Amazon and Android platform
- Implementing IAP Packs, Dynamic Subscriptions, adding new skins and creating control switches for A/B experiments before new features go live

Earthlings Infotech Pvt.Ltd, Goa

07/2020 - 09/2020

Game Developer

- Built up the basic mechanics of the space shooter like Shooting, Analog controls, Enemy movement

Training Game Playing Agents Using RL

*available for



A simulation of training game agents such as NPC's to do a task using AI techniques provided by an open-source package called ML-Agents for Unity. (*Collab Final Year Engg Project)