



Sabhari Shrinivas

Gameplay Programmer

Portfolio

[Portfolio - Sabhari Shrinivas](#)

About

Bonjour, I'm a game developer based in Madurai, Tamil Nadu with expertise in gameplay and frontend programming. I've been making games for three years working in both 2D and 3D genres operating in various game development domains such as front-end development, gameplay programming, optimization, postprocessing, etc. I also love to level design and create pixel art for my games.

Skills

- Language Agnostic - can easily understand different languages since I come from a language-rich background and can adapt to languages quickly.
- High experience using the Unity game engine to develop games.
- Proficient in using Unity's tools such as profiler, async functions, and addressables for memory optimization.
- Good problem-solving ability to arrive at an optimized solution.

- Ability to write clean and production-quality code, following coding paradigms such as the SOLID principles.
- Good knowledge and knowing when to use some of the design patterns such as observer pattern, Singleton, State pattern, object pooling, etc.

Work Experience

Front-End Game Developer at Small World Games

Worked as a front end developer responsible for creating amazing UI's within Roblox studio for better memory management and animating them. Learned color theory, color harmony, easing methods for animating UI's, lerp, slerp. This allowed me to open an eye on all the possible ways to juice up the game.

Freelance Game Developer

Worked on various small projects both 3D and 2D in all sorts of roles such as Gameplay programming, front-end programming, Animating, Cinematics, Level design and Play testing.

Education

- Bachelor's Degree in Computer Science at Sethu Institute of Technology with 8 CGPA
- 12th grade in computer major at Adhyapana school, Madurai
- 10th grade at Soundararaja Vidyalay, Dindigul with 8.2 GPA

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