| Harnarinder SinghUnity Developer | horizontal lineHarnarinder Singh3-19-3, Emerald Perdana Condo, Jalan PJU 8/3A,47820 Damansara Perdana, Selangor, Malaysia+60122753493bill1979@gmail.comhttps://masterpotatox.github.io/ |
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| **ㅡ****Skills** | horizontal line• Unity 3d • C# • Defold • Lua • Construct • Gdevelop • Mobile Games • Web Games • Desktop Games • Rapid Prototyping • Php • Asp / Asp.Net • Visual Basic .Net • Java • Javascript • Html & Bootstrap • Abap (Sap) • Git • Monetization • App Store Optimization (Aso) • Leadership |
| **ㅡ**Recent Work **Experience** | horizontal lineIndependent / Unity 3D Game DeveloperSEPTEMBER 2011 - PRESENT, MALAYSIA* **Design game play mechanics** for a variety of games from 3D mini golf to 2-player football, as well as strategy and turn based games.
* Programmed games mechanic in **C# for Unity 3D**, with exposure to programming in  **Lua for the Defold** game engine.
* Rapidly made **2D prototype games in GDevelop**, a no-code game engine.
* Explored networking implementation in Unity via the **Photon networking framework**.
* Gameplay **AI implementation using Unity's navmesh**.
* Implemented tweening via **DoTween to polish UI and gameplay**.

Crescent Moon Games / Freelance Unity Developer JANUARY 2021 - PRESENT, REMOTE * Joined as a **solo game developer for a 3D action tower defense game**.
* Developed a top-down 3rd person action shooter **character controller**. The character included **shooting, carrying/throwing and riding mechanics**.
* **Programmed multiple tower mechanics** for a tower defense game.
* Implemented **shop, farming and plant growing mechanic** as collectibles.
* Learned **Unity’s Timeline to create cutscenes**.
* Worked on unique **FSM based boss battles and enemies AI**.
* **Developed a physics-based endless runner** mobile game with enemies and physics environmental hazards.

Diagonal Consulting / ABAP(SAP) ConsultantSEPTEMBER 2008 - SEPTEMBER 2011, MALAYSIA* Provided **ABAP support to a diverse range of local and international clients**, such as Danone, EMI, Steelcase, Jabatan Akauntan Negara, Henkel, and other notable organizations.
* Demonstrated expertise in t**roubleshooting complex ABAP-related issues and devising innovative solutions** tailored to each client's specific requirements.
* Collaborated closely with functional consultants to **create detailed technical documentation and accurate development estimates.**
* Possessed hands-on experience with various ABAP tools, including ABAP reports, ALV, SAPScript, Function Modules, OSS implementation, LSMW, and SAPFTP, among others.

AXON Solutions / ABAP(SAP) ConsultantJUNE 2006 - SEPTEMBER 2008, MALAYSIA* Contributed to the **HR module implementation** for JTI's ASEAN rollout and the **development of arrears and income tax (EA Form) generation programs** for RHB Bank.
* Developed ICSS for Xerox's European CRM on-site in the United Kingdom using **NetWeaver Developer Studio (NWDS)**.
* Participated in the SAP rollout for Xerox Europe as an ICWC developer, as well as other developments such as BAdIs, reports, Function Modules, and LSMW for European and American clients.

 **Note on older roles:** I have experience working with various programming languages including **Visual Basic, Java, and ASP/ASP.NET**. I have worked on projects such as **human resource management systems** and **sales systems**, and have experience with remote function calls (RFC) interfaces. |
| **ㅡ****Education** | horizontal lineUniversity of Lincolnshire & Humberside / BSc. (HONS) in Computing and Information Systems JUNE 2000, UKKolej Damansara Utama / Higher Diploma in Computing and Information Systems JUNE 1999, MALAYSIA  |
| **ㅡ****Achievement**s | horizontal line**Led a team of four to win first place and a $20k prize** in the Quick Play 2022 Game Development Competition, having developed the award-winning game, Pulang Kampung, within a one-week timeframe.Successfully launched a mini golf game on Google Play that exceeded **5 million downloads within two months**, as well as a football game that has achieved similar success with **over 20 million downloads** to date.Developed a 2D **settlement-building game with a tower defense-style gameplay mechanic within 10 days** for the GDevelop game jam competition, earning second place.Led a team of three to successfully complete a **real-time strategy game with tug-of-war gameplay mechanics within a two-week** timeframe.**Designed and developed numerous game prototypes**, including a realistic first-person horror game, a city building game, a building construction game, a deck-building game, and a football game played by tanks. |
| **ㅡ**Referrals | horizontal lineJosh Presseisen, Crescent Moon Games Founder & Creative DirectorEmail: josh@crescentmoongames.com |
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