| Harnarinder Singh  Unity Developer | horizontal line Harnarinder Singh 3-19-3, Emerald Perdana Condo, Jalan PJU 8/3A,  47820 Damansara Perdana, Selangor, Malaysia  +60122753493  bill1979@gmail.com  https://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 line Independent / 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 DeveloperJANUARY 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 line University of Lincolnshire & Humberside / BSc. (HONS) in Computing and Information SystemsJUNE 2000, UKKolej Damansara Utama / Higher Diploma in Computing and Information SystemsJUNE 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 line Josh Presseisen, Crescent Moon Games  Founder & Creative Director Email: josh@crescentmoongames.com |
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