



SEMANTAK BHANDARI

GAME PROGRAMMER

CONTACT

✉ semantak.bhandari10@gmail.com

☎ +977 9825335251

📍 Biratnagar, Nepal

📱 semantak.vercel.app

EDUCATION

Computer Science

Pokhariya College

2026 - 2029 (expected)

Secondary Level

Xavier's English School

2015 - 2026

SKILLS

- Game Programming
- Game Design
- Game Development
- Flutter
- DSA
- Team Collaboration

LANGUAGE

English

Nepali

PROFILE

Game programmer at Adollo Studio with hands-on experience in Unity and gameplay system development. Also works as an indie game developer, building and refining interactive projects. Currently expanding into Flutter for cross-platform mobile development, with a focus on writing clean, efficient code and creating smooth user experiences.

EXPERIENCE

Game Programmer – Adollo Studio

- Developed gameplay systems using Unity
- Implemented player movement, state machines, and core mechanics
- Worked on optimizing performance and debugging game features
- Collaborated on game development tasks and feature implementation

Indie Game Developer

- Designed and developed multiple 2D/3D games independently
- Built core systems such as movement, combat, and UI
- Experimented with different game mechanics and ideas
- Managed full development cycle from idea to playable prototype

Flutter Developer (Learning / Personal Projects)

- Building cross-platform mobile applications using Flutter
- Learning UI design, state management, and API integration
- Developing small projects to improve practical skills

PROJECTS

1. 2D Platformer Game

- Developed a 2D platformer using Unity
- Implemented player movement, jumping, and collision system
- Designed levels with obstacles and collectibles
- Added score system and basic UI

2. Player State Machine System

- Designed a modular player state system (Idle, Walk, Run, Jump)
- Used clean architecture for easy state transitions
- Improved code reusability and maintainability

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