R Preetham Mukundan

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• https://github.com/PreethamMukundan/GAMECODE

• https://www.linkedin.com/in/preetham-mukundan-59a299170/

SUMMARY

Software Engineering student highly skilled in designing & deploying Gameplay mechanism and proficient in building, testing & debugging the code. Adept at collaborating with cross-functional teams to produce game designs .

KEY SKILLS

•**Game Development** • **Software Development** • **Play Testing**
• **Documentation**
• **Code Reviews** • **Code Development** • **Program & Code Debugging** • **C++** • **UE4** • **Blender** • **Gameplay Ability System plugin** • **Debug programs**

TECHNICAL SKILLS

- Unreal Engine 4
- Gameplay Ability System in UE4
- Networking in UE4
- Blender
- Languages: Java, C++, VB.NET, C# ,python
- Tools & Techniques: SQL and oops technologies

ADDITIONAL INFORMATION

- **Languages**: English ,tamil and a bit of Spanish and Chinese

Projects

Team Based Hero Battle game
Jun '20 - Present

The game is built using the gameplay ability system plugin in ue4 ,I created different abilities for a few characters

The Game has around 5 characters

I am working on the game now and the code can be seen in my GitHub page

EDUCATION

MTech Software Engineering Integrated
Jun '17 - Present

VIT University
Tamil Nadu ,India

A well established university in India

- **CGPA: 7.01/10.0**

CERTIFICATIONS

- Udemy -
- Unreal Engine 4 FPS Tutorial
- Unreal Engine 4 Mastery: Create Multiplayer Games with C++