

Abayjit Sidhu

Game Developer

Portfolio: abay402.github.io

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Skills

Programming: C++ · C# · JavaScript · Unity · Unreal Engine · OpenGL · AI Programming · Python · SDL framework

Development Tools: Github · Blender · Trello · Agile Development · Version Control · 3ds Max

Other Skills: Teamwork · Problem Solving · Project Management · Communication

Education

Humber College 2024

Advanced Diploma | Game Programming

Toronto, Ontario

• Dean's Honour List for the Faculty of Media and Creative Arts

Peel Alternative School North 2021

High School Diploma | General Studies

Brampton, Ontario

Projects

Top Down Zombie Game 2023

SDL Framework, C++

- Developed an item drop and upgrade system, allowing seamless power-ups and progression during gameplay
- Implemented enemy AI navigation, enabling dynamic pursuit behavior and pathfinding around obstacles

Sky City Fugitive 2024

Unreal Engine, C++

- Developed a Soulslike respawning system, enabling checkpoint-based player revival with persistent world state
- Built a dynamic dialogue system using XML parsing to support branching conversations and NPC interactions
- Implemented a custom event system, allowing actors to subscribe and respond to global or local gameplay events

Baby Zombie Factory 2023

Unreal Engine, C++

- Collaborative school project developed in a team of 15
- Took over solo development in the final 3 weeks to salvage the project
- Refactored core systems to improve stability and playability under tight deadlines

Experience

Game Programmer (Contract) Feb 2025 – May 2025

Nuno4 Studio – Remote

- Developed a JSON-based save/load system that could dynamically serialize any Actor and Component in Unreal Engine and increased loading speed by 70%.
- Implemented a fully functional startup screen with UI flow and transitions
- Worked independently and collaboratively in an agile environment using Git for version control
- Contributed to gameplay systems and performance optimizations during early-stage development