

# Bhavin Machhi

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## Professional Summary

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Skilled Game Developer with **2+ years** in **Unreal Engine, Game programming, AI programming, Gameplay Mechanics, and System design**. Team player with strong communication and passion for immersive games.

## Experience

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**FQA Tester**, SIDE (PTW) – Montreal, QC Sept 2023 – Present

- Investigate and document bugs with detailed reproduction steps using various bug tracking system
- Created and executed test plans and checklists as per development specifications
- Performed regression testing to validate bug fixes and ensure stability
- Conducted smoke and destructive testing to assess build integrity and performance
- Testing across platforms such as Windows, PS5, PS4, XBOX, Steam Deck, Nintendo Switch, IOS, Android

**Gameplay Programmer**, IMU Studios – Vancouver, CA Nov 2024 – May 2025

- Designed and implemented core gameplay mechanics using C++ and Unreal Engine
- Worked closely with designers and artists to translate creative concepts into polished, functional game features
- Optimized gameplay code for performance and consistent gameplay across platforms
- Developed and refined AI behaviors for NPCs and enemies to create engaging and challenging interactions
- Identified, debugged, and resolved gameplay issues, improving overall game stability and user experience

## Technical Skills

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**Languages:** C++, SFML 3.0, C#, C, Java, SQL, HTML

**Engine/Tools:** Unreal Engine, Unity, Visual Studio, Rider, Perforce, Jira, Github

**Programming Concepts:** OOP, Design Patterns, Multithreading, Debugging, Profiling, Code Optimization

**Gameplay System:** 3Cs, AI, GAS, Physics, Animation, IK/Control Rig, UI, Plugin/Tool Development

## Education

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**LaSalle College** Montreal, QC

Attestation of College Studies in Game and Level Design May 2022 - Aug 2023

**Gujarat Technological University** Gujarat, IN

Bachelor of Engineering in Information Technology Aug 2016 - May 2020

## Projects

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**Multiplayer Shooter Game(WIP)** Project Demo

- A fast-paced third-person multiplayer shooter in Unreal Engine with C++. The game features smooth movement, responsive shooting, multiple game modes, and network synchronization for seamless online play.
- Tools Used: C++, SteamOnlineSubsystem, Client-Server Architecture, Network Replication, FABRIK IK.

**RPG Combat Prototype** Project Demo

- RPG Combat is my take on the souls like combat system, The game has multiple game elements such as Weapons, Health, Stamina, Souls, Items, Coins. The Project is created with C++(90%) and is fully scalable.
- Tools Used: C++, Design Patterns, Data Structures, Interfaces, MotionWarping, Enums, Collisions, Chaos etc.

## Certifications

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**Unreal Engine 5 C++ Ultimate Game Developer Course** UC-1411ca7c-3b7f-4e1e-9fce-6679e405f90c

**Learn C++ for Game Development** UC-c0204253-438f-4da4-805e-92680811f96b