

Bhavin Machhi

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Professional Summary

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

Technical Gameplay Designer, TwinCats Games – Montreal Sept 2025 – Present

- **Built** and iterated **core gameplay features** in **Blueprints/C++**, delivering responsive, player interactions
- **Prototyped mechanics**, integrated assets, and **debugged issues** to preserve **design intent** and **Performance**
- Collaborated with **Design, Engineering, Art and Audio** to ship features on schedule with clear **design docs**
- **Profiling and Optimization**; **frame time** and **memory**, **reducing spikes** and improving **runtime stability**
- Produced **clear Design specs, Technical docs, and Checklists**, while keeping Documentation up to date

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

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

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

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

Unreal Engine 5 C++ Multiplayer Shooter UC-00429ba1-7a52-4f77-8893-4805ebbf5008

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