

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

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

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