

Bhavin Machhi

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Professional Summary

Game QA Tester with almost **2 years** of experience ensuring **quality gameplay**. Proficient in **bug identification**, **test execution**, and providing **detailed feedback** to improve **game performance** and **player experience**.

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

QA Skills: Design Testcases, Smoke, Regression, Functionality Testing, Bug Reporting and Reproduction

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

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