

Aryan Rallan

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ABOUT ME

I am a passionate Computer Games Programming student at Kingston University, actively seeking an entry-level position to launch my career in the video game industry. With a strong foundation in C-based languages and hands-on experience with Unreal Engine and Unity, as well as other platforms (see Academic Projects), I am eager to build my skills, deepen my experience, and grow both as a developer and as a professional.

SKILLS

- Experienced with C-based programming languages including **C++** and **C#**
- Background in Game-engines such as **Unreal Engine** and **Unity**, and C++ based engines
- **Logical** and creative **problem solver** with the ability to determine the best/most efficient outcomes, when debugging and optimising code
- Good IT skills, including the use of the Microsoft Office applications
- A **confident communicator**, able to convey ideas clearly exemplified through presenting projects at university
- **Teamwork** and **leadership** skills, adapting my approach according to the situation when working as a bartender and group lead programmer for a project at university
- **Learn new tasks quickly**, such as techniques when coding with C++, scripting with C#, creating shaders in OpenGL, as well as using different game engines for my academic coursework
- Strong **organisational** and **prioritisation** skills, working accurately under pressure, **managing my time effectively** to meet continuous project deadlines at university

EDUCATION

Kingston University London

BSc (Hons) Computer Games Programming

Kingston upon Thames, U.K

Sept. 2023 – Current

- Games Programming – 78%
- Requirements Analysis and Design for Games Programming – 72%
- Games Science – 58%
- 3D Graphics Programming and Artificial Intelligence
- Professional Game Development Environments
- Introductory Digital Media and CGI

Lampton School

High School Qualification

Hounslow, U.K

2016, 2023

- A-Levels: Economics C, Computer Science - C, Psychology - C
- GCSES: 10 GCSES (5-8) including Mathematics - 7, English - 6 and Computer Science - 8

EXPERIENCE

Bartender

Polar Events

Sept. 2023 – Ongoing

Twickenham, UK

- Worked collaboratively with my team to ensure customers received their orders in a timely and accurate manner
- Dealt with customer concerns promptly and efficiently to ensure customer satisfaction
- Succinctly communicated with team members to offer or receive assistance when necessary

ACADEMIC PROJECTS

These can be found on my portfolio website: 🌐 <https://arii04.github.io/>

Unreal Engine Game - Forsaken Wilds: Ascend

Jan. 2024

Requirements Analysis and Design for Games Programming

- Collaborated with a team to conceptualise and design a game from graphical style, gameplay and story
- Developed a game design document which outlined how the game mechanics worked in addition to an implementation plan
- Implemented multiple enemy and projectile variants using an object-oriented approach

- Engineered player shaders/ dynamic material to show feedback of player actions in addition to a responsive player interface
- Designed and implemented a dynamic camera system that locks onto a specific area when the player enters and resumes following the player once they exit
- Leveraged the Niagara VFX system to simulate fireflies and integrated it as a gameplay mechanic
- Created and presented a fully-featured prototype of the first level

Unity Game - Sonic Clone

Jan. 2025

Professional Game Development Environments

- Created player movement driven by realistic momentum and physics
- Produced sound effect variance to enhance player experience
- Designed and developed a level to support the game mechanics

C++ Game - Brittney's Bad Day

Dec. 2023

Games Programming

- Implemented enemies and their projectiles through the use of pointers and managed them through dynamic arrays
- Created a variety of assets, including sprites from sprite sheets and sound effects
- Implemented procedural difficulty scaling after each wave, allowing for seemingly infinite progression of waves
- Constructed an upgrade system for the player to create a sense of progression for the player

Unreal Engine Game - Nova Passage

Apr. 2025

Professional Game Development Environments

- Implemented a robust parkour system including dashing, wall running and wall jumping
- Collaborated with a team to meet deadlines to a high standard
- Created modular systems for the player to support gameplay
- Designed a responsive HUD for the player
- Developed a Niagara VFX system to simulate meteors

Pathfinding Algorithm

Nov. 2024

3D Graphics Programming and Artificial Intelligence

- Used the A* pathfinding Algorithm to allow the player to traverse nodes based on where on the screen the player clicked
- Developed enemy AI to control chess pieces, enabling them to move according to their designated piece movement rules while strategising to escape and capture the player's pieces

INTERESTS

Passionate about acting - achieved an 8 in GCSE Drama and enrolled in an acting academy, participating and performing in stage productions.

Indulge in gaming - experienced and enjoyed all genres of games, particularly games that require strategy, such as fast-paced FPS titles and games that grant me a sense of agency.

Fascinated by computer hardware, created a light sensor using a Raspberry Pi that moves a dial based on the amount of light sensed, and successfully built my computer.

Gym fanatic- consistently weight training, using a home pull-up bar daily, and casually enjoys playing badminton, basketball and tennis.

REFERENCES

References available upon request.