

R. Devasish

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Education

Vellore Institute of Technology

B.Tech. in Computer Science and Engineering (Gaming Technology)
CGPA: 8.23/10

2022 – 2026

Skills

Game Development: Gameplay Mechanics, Level Design, Basic AI, Prototyping

Languages: C#, C++, Java, C

Tools: Unity, Unreal Engine, Blender

Experience

HorizonXPlay — Game Developer Intern

Aug 2025 – Present

- Implementing gameplay features and supporting map creation for Fortnite-based experiences.
- Collaborating with designers and developers to build, test, and refine core gameplay loops.

Projects

Third-Person Shooter (Unity, C#)

- Developed core third-person controller with smooth camera follow, aiming, weapon firing systems and weapon reloading.
- Implemented zombie AI behaviour including navigation, chasing, and attack triggers.
- Integrated animations for player actions such as running, shooting, and taking damage.

3D Endless Runner (Unity, C)

- Built procedural spawning system for platforms and obstacles to create infinite gameplay.
- Designed responsive player controller with jump, slide, lane-switching, and obstacle avoidance mechanics.
- Optimized object pooling for performance, enabling long continuous runs

3D Combat & Traversal Prototype (Unity, C)

- Developed Third-Person Controller with smooth camera follow, Target Lock system and basic sword fighting mechanic.
- Implemented player state machine handling movement, sprint, dodge, attacks, and combo transitions.
- Created enemy AI with patrolling, chase behaviour, and close-range combat logic.
- Designed prototype combat loops inspired by action RPGs, focusing on responsiveness and player feedback.

Achievements & Learning

Competitive Programming

- Solved 150+ LeetCode problems, building strong foundations in data structures and algorithms.

XR/VR Hackathon (2024)

- Created an XR game prototype that adapts minigames based on the player's emotion, detected through quiz-based interaction.