

Aspiring Game Developer with strong skills in UE5 and C++. Seeking entry-level roles in game development or interactive media.

Education

Gujarat, India

Uka Tarsadia University

2022-2026

B.Tech. in Computer Science and Engineering.

Projects

Boom Corp.

Role: Solo Developer | Platform: Windows

Itch.io: <https://kryoxx-studio.itch.io/boom-corp>

- Designed and developed a first-person 3D puzzle game with immersive exploration mechanics.
- Implemented procedural grid generation to create varied, replayable challenges.
- Created a minimalist sci-fi visual style usingtoon shading to balance clarity and atmosphere.
- Developed and shipped the game in 9 days for the Druid Mechanics Game Jam 2025.
- Technologies: Unreal Engine 5, Blueprints

The Gravity Flip

Role: Solo Developer | Platform: Windows

Itch.io: <https://kryoxx-studio.itch.io/the-gravity-flip>

- Designed and developed a Side Scroller puzzle platformer game using Unreal Engine 5, focusing on intuitive touch and keyboard mechanics and minimalist visual aesthetics.
- Implemented gravity flipping gameplay, allowing players to dynamically flip the environment in real time to avoid obstacles and reach goal.
- Packaged and optimized Windows build for PC gameplay, with improved lighting, resolution settings
- Technologies: Unreal Engine 5, C++, Blueprint

AuraRPG

Role: Solo Developer | Platform: Windows

Code: <https://github.com/Kalpu-24/Aura-RPG>

- Designed and implemented a fully modular, scalable top-down RPG game using Unreal Engine 5 and the Gameplay Ability System (GAS), combining both C++ and Blueprint scripting following best practices from AAA game architecture.
- Built robust gameplay systems focusing on modularity.
- Developed a complete character stat system, with primary attributes and derived secondary stats using custom GAS AttributeSets and replication-aware gameplay effects.
- Integrated enemy AI behavior using Behavior Trees, EQS, and class-specific logic for melee, ranged, and magic users. Enemies could summon minions, cast spells, and react dynamically to combat events.
- Technologies: Unreal Engine 5, C++, Blueprint, Gameplay Ability System (GAS)

SnakeWall

Role: Solo Developer | Platform: Android

PlayStore: <https://play.google.com/store/apps/details?id=kalp.snake.wall> • Code: <https://github.com/Kalpu-24/SnakeWall>

- Designed, developed, and published an innovative Android live wallpaper game that reimagines the classic Snake gameplay as an animated, interactive background.
- Created real-time canvas drawing and efficient state management to support continuous background gameplay without impacting system performance or battery life.
- Integrated customization features such as toggleable grid display, variable speeds and color presets.
- Published on Google Play and GitHub, reaching 1.96k+ downloads (reaching 2000) and earning 22+ stars, demonstrating user engagement and developer interest.
- Technologies: Java, Android SDK, Canvas API, XML

Certifications

Udemy: Unreal Engine 5 - Gameplay Ability System – Top Down RPG

2025

Completed an in-depth course focused on implementing GAS architecture in Unreal Engine 5 using perfect mix of C++ and Blueprints

Technical Skills

- Languages: C/C++, SQL, Blueprints, XML
- Tools: Unreal Engine 5, Niagara, Behavior Trees, EQS, Git, Gameplay Ability System (GAS), Canvas API, SQLite