



KARTIK CHATURVEDI

Game Developer

About Me

Game developer with an architecture background, a lifelong passion for coding, and a deep enthusiasm for creating engaging, immersive gameplay experiences



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<https://github.com/Mecha-NOX>



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Skills

C++	<div><div></div></div>	70%
Unreal Engine 4	<div><div></div></div>	65%
Unreal Engine 5	<div><div></div></div>	65%
Git	<div><div></div></div>	85%

Hobbies

Video Games

Football

Martial Arts

Violin

Experience

Game Programmer Intern | Cyrus365

Feb 2025 - Present | Hong Kong · Remote

- Developed a modular Replay and Kill Cam plugin for Unreal Engine, designed for use across projects.
- Implemented in a 3D Angry Birds-style game with full integration.
- Created internal technical documentation to support ongoing development and reuse.
- Implemented core systems for an Android multiplayer game, including private rooms, push notifications, third-party authentication, and UI using UserWidgets.
- Collaborating in a team of 5, including a UI/UX designer, to expand and refine the game's features.

Education

Bachelors of Architecture

Sushant School of Art & Architecture
2024 | Gurgaon, India

Projects

Battle Blasters (Ongoing) | UE - 5

Developing a competitive multiplayer shooter with scalable matchmaking, lobby systems, networked weapons, and performance-tuned replication strategies.

Echoes of the Lost Sands | UE - 5

Developed a Soulslike RPG featuring dynamic melee combat, diverse environments, and AI-driven enemies

Countdown Carnage | UE - 5

Developed an FPS shooter in Blueprints, battling flying drones in a dark city with timed challenges.

Apex Ruin | UE - 4

Developed a TPP shooter with dynamic combat, AI, and immersive prehistoric environments and mechanics.

Crimson Reign | UE - 4

Developed a hack-and-slash game with combat mechanics, AI behavior, and essential game systems.

Retro Games | Raylib C++

Recreated retro games like Tetris using raylib in C++ as an introduction to game development and programming.