



# 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

### Architectural Intern | I'M Design Co.

Jun 2022 - Nov 2022 | Gurugram, India · On-site

## Education

### Bachelors of Architecture

Sushant School of Art & Architecture  
2024 | Gurgaon, India

### Senior Secondary

Harrow Public School  
2018 | Bareilly, India

### High School

Bishop Conrad Senior Secondary School  
2015 | Bareilly, India

## Projects

### Battle Blasters (Ongoing) | UE - 5

Creating a fast-paced multiplayer shooter with dynamic weapons, matchmaking, and optimized network code.

### 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.