

# KARTIK CHATURVEDI

**Game Programmer** — Unreal Engine C++ | Multiplayer Systems

**Email:** kartik.chaturvedi.dev@gmail.com | **Phone:** +91-9412287652, +91-8929037255 | India

**Portfolio:** [kartik-chaturvedi.netlify.app](https://kartik-chaturvedi.netlify.app) | **GitHub:** [github.com/Mecha-NOX](https://github.com/Mecha-NOX) | **LinkedIn:** [linkedin.com/in/kartikchat](https://linkedin.com/in/kartikchat)

## Summary

Unreal Engine C++ developer specializing in multiplayer systems, dedicated server architecture, and backend-integrated gameplay services. Delivered production MVPs featuring EOS networking, authoritative gameplay frameworks, modular plugin ecosystems, and scalable online infrastructure.

## Skills

Unreal Engine 5/4 • C++ • Gameplay Systems • Replication Systems • Dedicated Servers • Client-Server Networking • EOS Integration • REST APIs • AWS (GameLift, Cognito, Lambda, DynamoDB) • Plugin Development • CI/CD (GitHub Actions)

## Experience

**Game Programmer Intern** — Cyrus365 | Feb 2025 – Present

- Delivered 2 multiplayer MVPs using EOS with dedicated server authoritative architecture.
- Engineered replicated gameplay systems supporting lobbies, sessions, and match synchronization.
- Re-architected fragmented multiplayer systems into Unreal's native gameplay framework, establishing authority, replication ownership, and modular subsystems.
- Designed match lifecycle systems including game loops and evaluation logic.
- Built AI teaching assistant chatbot integrated into live gameplay sessions.
- Developed centralized Game Launcher platform for modular game deployment and access gating.
- Implemented persistent player data systems via EOS data handling subsystems.
- Developed reusable Unreal Engine plugins for replay playback, authentication, player data services, UI navigation, and OSS configuration across multiple game builds.
- Maintained comprehensive technical documentation covering system architecture, gameplay loops, plugin frameworks, and implementation changes for team reference and scalability.
- Defined gameplay spatial layouts and implemented level streaming systems, directing asset integration for performance, multiplayer balance, and mobile optimization.
- Collaborated within a 7-member cross-functional development team.
- Built CI/CD pipelines using GitHub Actions with locally hosted runners.

## Projects

- **[Battle Blasters — Multiplayer Shooter \(UE5 C++\)](#)**: Dedicated servers, session systems, replicated combat mechanics.
- **[Echoes of the Lost Sands — Soulslike RPG \(UE5\)](#)**: AI behavior trees, melee combat systems, animation state machines.
- **[Apex Ruin — Action Combat Prototype \(UE5 C++\)](#)**: Ability systems, enemy AI, combat state logic.

## Education

- **Post Graduate Diploma in Computer Applications** — Indira Gandhi National Open University (Ongoing)
- **Bachelor of Architecture** — Sushant School of Art & Architecture | 2024