



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>



<https://kartik-chaturvedi.netlify.app/>

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
2017 | 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.