PREETHAM MUKUNDAN

+1 672 272 8355 | rpm869@gmail.com | Vancouver, Canada

Summary of Qualifications

- Proficient in making gameplay and AI systems
- Skilled in Network programming
- Awarded the best programmer by Vancouver film school
- Awarded the best final project (Spray N Pray) by Vancouver film school
- 2 years of work experience in the game development industry
- 10 years of experience with unreal engine 4 and 5

Education

Master of Technology in Software Engineering *VIT University* - JUL 2017- FEB 2022

- Learned and mastered several programming languages
- Worked with multiple teams developing real world websites, AI models and applications.

Programming For Web, Mobile & Games. Vancouver Film School – JAN 2024 – DEC 2024

- Worked on multiple Console games made from scratch
- Worked on a Team project on unity to create a movement-based FPS game.
- Worked on a final project which was awarded the best game award.

Advanced Diploma in Business Management. BCIT – JAN 2025 – AUG 2025

- Learned about Running and managing a business with real world projects and assignments
- Worked with people from varied backgrounds to create business and marketing plans.

Experience

Gameplay Programmer. Gamitronics - JUN 2022 - OCT 2023

- Made Construction Tool which allowed players to place, rotate, scale, change materials of a huge list of assets, it allows users to add and edit different types of light sources and allows the users to save and load scenes locally.
- Worked on a system which took audio input from users and showed responses based on key words in it. Using Azure for speech to Text.

Game Development Intern. FREAK X APPS -SEP 2021 – FEB 2022

- Prototyped and Implemented Game Mechanisms
- Optimized code to increase performance and reduce space
- Tested and Debugged existed game code

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Additional Experience

Spray N Pray. Unreal Engine 5 – JUN 2024 – DEC 2024

- Custom EQS Generators and Tests for different types of enemies and allowing designers to change variables to make new behaviors for AI.
- Made Behavior Tree ,Decorators and Tasks for all the different types of enemies.
- Working on a Custom Movement and Pathfinder for a flying enemy.

Zerolock. Unreal Engine 5 -JAN 2025

- Made a fully networked movement system which allows players to sprint crouch slide wall jump and zipline around the map.
- Made abilities which are networked using the gameplay ability System plugin.

Skills

- Unreal Engine
- Uniti
- Construct 3
- C++
- Java
- EQS
- Gameplay Ability System
- Steam Subsystem