



PC

PRINCE CHOUDHARY

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Summary

Gameplay Programmer and System Designer with a strong foundation in Unity, Unreal Engine, C#, and C++. Experienced in developing modular gameplay systems, AI behavior frameworks, and dynamic combat mechanics. Created 20+ games across genres, and was recognized with multiple national game jam awards. Passionate about creating responsive, scalable systems that blend gameplay depth with player emotion.

Skills

- Game development
- Unreal Engine
- Scripting and programming
- System design
- Love 2D
- Software architecture
- Performance optimization
- 3D modeling
- Shader development
- Game design
- Unity development
- Gameplay mechanics
- Version Control
- Cocos Builder
- Virtual reality development
- Team collaboration
- Visual Effects
- Web design and development

Experience

Secernate Games | Chennai, IN
Technical Artist
11/2024-07/2025

- Collaborated with designers to create visual assets for game environments.
- Assisted in optimizing 3D models for performance and memory usage.
- Participated in team meetings to discuss project progress and feedback.
- Researched current trends in gaming technology to inform design decisions.
- Developed custom visual effects in Unreal Engine 4.
- Worked as an Environment Artist to make the level visually accurate, as needed.

Rezo-VR | Jalandhar, IN
VR Game Developer Intern
01/2023 - 07/2023

- Developed engaging gameplay mechanics for virtual reality experiences.
- Implemented user interface designs to enhance player interaction.
- Utilized Unity for game development projects.
- Participated in team meetings to brainstorm innovative game ideas.
- Developed game mechanics and core gameplay features for multiple mobile games.
- Developed all enemy systems within the game.

Education and Training

Artemisia College of Art And Design | Indore, MP
Bachelor in Design in Game Design
Expected in 06/2026

Awards & Honors

Squeak Off! – Selected in Indie 40 - IGDC 2025

Entwined–Reimagined: Top 10 Finalists, WAVES India 2025.

Bonk Brawl – Runner-ups, Krafton's Invitational "Overdare" game jam 2025.

Bomb Mayhem – 2nd Runner-ups: Overdare Exclusive Game Jam 2025

Statescape – 2D Game of the Year 2023 – Artemisia College.

Nezumi – Artemisia Game Jam 2023 - Artemisia College.

Demon Slasher – Runner-ups: Overdare x KGEN Game Jam 2025.

Over Ryder – Runner-ups, ACAD Game Connect - IGDC 2024.

FSUY – Winner of NIT Hamirpur Game Connect, IGDC 2024.

Gun-It – Runner-ups, IIT Indore, Game Connect, IGDC 2024.

Time Slice Agency – Runner-ups, Red Apple Learning Game Connect - IGDC 2024.