



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 | Jalanhar, 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.