



RISHIT PANDIT

GAME PROGRAMMER | DESIGNER

CONTACT

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EDUCATION

2022-2025

DELHI PUBLIC SCHOOL, RANCHI

- Class X 96%
- Class XII 91%

2025 - Present

NATIONAL INSTITUTE OF
TECHNOLOGY, JAMSHEDPUR

- Bachelor of Technology in
Mechanical Engineering

SKILLS

- Teamwork
- Fast Learner
- Problem Solving
- Effective Communication
- Critical Thinking

INTERESTS

- Working on Exciting Games
- Learning New Technologies
- Connecting with People
- Engaging with the Community

LANGUAGES

- English (Fluent)
- Hindi (Fluent)
- German (Basics)

PROFILE

I am Rishit Pandit, a student from India, and I am passionate about games and problem solving which lead me to pursue becoming a game programmer. I have been spending time in implementing features in Unreal Engine Blueprints for a few years by now and I have also gained experience with Multiplayer Code in BP as well as C++ for Unreal Engine. I am inclined more towards Team-based Shooters, but I have also worked on some puzzle, city builder and RTS features in my free time. Currently I am in university, and I am learning about the Gameplay Ability System for Unreal Engine which would allow me to make features better suited for multiplayer in the future. Since last year I have been working with a volunteer group of developers working on a project called Beyond Heroes, and we are trying to remake an old multiplayer FPS.

WORK EXPERIENCE

- **Beyond Heroes** Aug - Nov 2024
Web Developer
 - Created and Setup the Website for the Project
 - Worked closely with other Designers
 - Converted Ideas to Code and Communicated with Team
- **Beyond Heroes** Nov 2024 - Apr 2025
Game UI Programmer
 - Worked on Inventory System UI and functionality
 - Implemented Clickable Map and connected it with custom-made REST API using a custom-made UE Plugin
 - Worked closely with other Designers and used Version Control
 - Learned about Agile Development and Sprint Meetings
- **Beyond Heroes** Apr 2025 - Present
UE5 Game Programmer
 - Implemented features in Blueprints
 - Learned C++ for Multiplayer Replicated Code
 - Created the Match Start to End System
 - Connected Game Server with custom API for Stats Tracking
 - Learned basics of protobuf and cmake

GAMES PLAYED

Heroes and Generals WWII	Enlisted	HITMAN 2016
Rising Storm 2: Vietnam	Battlefield 2042	Dishonored
Red Orchestra 2	Counter Strike	Metro 2033/34
WW1 Game Series	Fortnite BR	Saint's Row IV
War Thunder	Europa Universalis 4	Wolfenstein TNO
Hell Let Loose	Tropico 5	Rage 2