ROHIT R

GAME DEVELOPER/ GAME ENGINE DEVELOPER

CONTACT

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SKILLS

UE 5/4

Cpp, C#, Blueprints

Opengl

Python,Java,Html, Css, Nodejs

Blender , Substance Painter

Humanoid Animation

Level Design

Gameplay Programmer

Git, Github

EDUCATION

RAJIV GANDHI INSTITUTE OF
TECHNOLOGY, KOTTAYAM , Government
college in Kerala

ADDITIONAL INTEREST

Mobile Game Development
Plugin Development
Graphics programming
Procedural generation

VR/AR

PROFILE

Aspiring gameplay and engine programmer with experience in **Unreal Engine, C++, OpenGL, and C#**. Developing *Trojan*, a stealth action-adventure game with time manipulation, and *RetroEngine*, a custom OpenGL-based graphics engine. Passionate about game development, real-time rendering, and engine architecture. Seeking an internship to apply and grow my skills.

PROJECTs

Trojan (Indie Game, In Development)

- Developing a **linear stealth action-adventure game** with a unique **time manipulation mechanic**, fully implemented in C++.
- Writing optimized gameplay logic, **AI behavior**, and physics interactions in Unreal Engine.
- Designing levels and stealth-based mechanics to create an engaging player experience.
- Creating assets using **Blender** and texturing them in **Substance Painter**.

RetroEngine (Custom Graphics Engine, In Progress)

- Developing a lightweight **custom graphics engine** using **OpenGL** and **C++**.
- Implementing real-time rendering techniques and shader programming.

Autonomous Drone System

- Built an autonomous drone navigation system using Python, Node.js, HTML, CSS, and JavaScript. Drone navigates to the user's location which we can call through an app.