

# SHAURYA BHATNAGAR

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## PROFESSIONAL SUMMARY

Gameplay Programmer with shipped commercial experience in Unreal Engine 5 and Unity. Builds modular gameplay and interaction systems, tools, and performance optimizations across PC and mobile projects. Increased mobile framerates by over 50% on a shipped racer by reducing draw calls and garbage collection spikes. Experienced with C++ and C# gameplay code and building tools that unblock designers.

## TECHNICAL SKILLS

**Languages:** C++ (UE5), C# (Unity), Python, Blueprints (Visual Scripting)

**Engines:** Unreal Engine 5 (C++ & Blueprints, PC/Steam), Unity (URP, mobile iOS/Android)

**Performance & Tools:** Memory Management, Profiling (Unreal Insights/RenderDoc), GC Optimization, Git, Perforce, SmartSVN, Jira

**Gameplay Systems:** Serialization (Save/Load), AI Behavior Trees, Animation Blueprints (AnimBP), Physics Logic

## PROFESSIONAL EXPERIENCE

**Easley-Dunn Productions** | Technical Artist / Gameplay Programmer (Jan 2025 – Present) | Robot Race (Unity) – [iOS](#) | [Android](#)

- **Optimization:** Spearheaded a critical performance pass for mobile architecture, reducing draw calls via mesh combining and eliminating GC spikes, resulting in a 52% framerate increase (23 to 35 FPS) on target devices.
- **Systems Engineering:** Programmed modular C# systems for dynamic camera behavior (FOV shifts, impulse shakes) and gameplay VFX to enhance moment-to-moment gameplay.
- **Pipeline Tools:** Migrated rendering from Built-in to URP. Authored custom Shader Graphs to replace expensive legacy logic, resolving persistent shadow artifacts and reducing GPU overhead while maintaining visual fidelity.
- **Team Coordination:** Coordinated a 5-person multidisciplinary team, managing task delegation, QA pipelines, and release management via Assembla/SmartSVN.

**Dead Petal Games** | Gameplay Programmer / Technical Designer (May 2025 – Present) | Nonplace (Unreal Engine 5) – [Steam Demo](#) | [Itch Vertical Slice](#)

- **Architecture:** Implemented a persistent state management system extending USaveGame in C++ and blueprints, tracking global inventory, narrative choices, and level streaming states across multiple sessions.
- **Tools Development:** Built a component-based Interaction System using C++ Interfaces to decouple game logic, allowing designers to implement 30+ unique interactable objects without programmer intervention.
- **Performance:** Implemented dynamic Level Streaming and Lightmass scenarios to optimize memory usage on Steam Deck, consistently hitting around 90 FPS in the vertical slice.
- **AI Logic:** Developed complex AI navigation logic using NavMesh and Behavior Trees for dynamic enemy stalking, balancing performance with player challenge.
- **Metrics:** Developed the Vertical Slice responsible for winning 2nd Place in the Liminal Game Jam 2025 and achieving 1,400+ units claimed on Steam post-launch.

## PROJECTS

**Contortion** | Unity (C#) | Gameplay Engineer / System Designer | [Play Web Build](#)

- **Physics Systems:** Implemented custom 2D physics-based mechanics, including a "Crushing System" to handle complex collision edge cases and gravity manipulation.
- **Analytics:** Integrated Firebase Analytics to track player death coordinates, using data to identify level design bottlenecks and improve player retention.
- **Tools:** Designed and scripted 10+ puzzle levels, utilizing custom editor tools to streamline the level design workflow.

## EDUCATION

**University of Southern California** | Los Angeles, USA | M.S. in Computer Science | Jun. '23 – Dec. '24

**Amity School of Engineering and Technology** | Noida, India | B.Tech in Computer Science and Engineering | Jul. '17 – Dec. '21