Abhishek **Shaw**

Unreal Engine Specialist | Gameplay Programmer | Multiplayer Specialist

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Professional Summary

Game Developer with 5+ years of experience specializing in **Unreal Engine** development across **mobile, PC, and VR platforms**. Skilled in building scalable gameplay systems, interactive mechanics, and optimized real-time experiences, I have contributed to projects such as the multiplayer shooter *Underworld Gang Wars*, a PvE-based mobile game at Gameskraft, and multiple immersive VR titles including *Chandrayaan VR*, *Croagh Patrick VR*, and *Bhagavad Gita VR*. With a strong foundation in **C++, Blueprints, shaders, and performance optimization**, I bring a player-focused approach to crafting engaging, seamless, and high-quality gameplay experiences.

Technical Skills

- **Unreal Engine (UE4/UE5):** Gameplay Programming, Animation Systems, UMG, Blueprints/C++ Integration, VR Development, Mobile Optimization
- **C++ & Blueprints:** Gameplay Logic, System Architecture, Debugging & Problem-Solving, Performance-Oriented Programming
- **Multiplayer & Networking:** Replication, LAN/Online Multiplayer Systems, Matchmaking (PlayFab), Client-Server Architecture
- **VR & Immersive Experiences:** OpenXR, Interaction Systems, Cross-Platform VR (Android VR, PC VR, Oculus), Optimization for Real-Time Performance
- **Optimization & Profiling:** CPU/GPU Profiling, LODs, Asset Streaming, Memory Management, Mobile & VR Performance Tuning
- **Shaders & Materials:** PBR Materials, Material Editor, Custom Shaders for Real-Time Rendering, VFX Integration
- **Collaboration & Tools:** Git/SVN, Jira, Agile Workflow, Cross-Disciplinary Collaboration with Design & Art Teams

Experience

Over the years, I have worked across different studios in both gameplay programming and technical art roles, primarily using Unreal Engine. Here's a detailed overview of my contributions at each company:

Gameskraft **(Bangalore)** | **Unreal Development Engineer** | **Mar 2024 – Present**

At Gameskraft, I am currently working on an unannounced PvE-based mobile game, which is quite similar in scope to *Underworld Gang Wars*. My responsibilities include:

- Designing and implementing core gameplay systems in Unreal Engine 5 using both Blueprints and C++.
- Working on combat mechanics, AI behavior, and multiplayer-ready features.
- Optimizing performance for Android and iOS platforms, ensuring smooth gameplay across devices.
- Collaborating with designers and artists to integrate assets, animations, and UI seamlessly into the game.
- Debugging and resolving technical issues while maintaining scalability for future content.

Mayhem Studios (Bangalore) | **Unreal Development Engineer** | **Oct 2022 - Mar 2024**

At Mayhem Studios, I worked on *Underworld Gang Wars (UGW)*, a large-scale Android multiplayer shooter. My contributions included:

- Developing multiplayer gameplay systems with focus on network replication and synchronization.

- Implementing character animation programming, weapon systems, and in-game mechanics.

- Collaborating closely with the design team to prototype and polish gameplay features.

- Profiling and optimizing the game to maintain high FPS across various Android devices.

This project allowed me to gain solid experience in competitive multiplayer game design and development.

Klip VR (Delhi, Subsidiary of Sunovatech) | **Unreal Engine Technical Artist** | **Oct 2021 - Oct 2022**

At Klip VR, I focused on VR-based immersive experiences for education, tourism, and cultural storytelling. Some of the notable projects I worked on include:

- **Chandrayaan VR** – An educational experience allowing learners to virtually participate in India's space mission.

- **Croagh Patrick VR** – A cultural heritage experience developed with Mayo County Council to preserve and present the mountain's history and significance.

- **Bhagavad Gita VR** – A narrative-driven VR experience bringing the teachings of the Gita to life with interactive storytelling.

My role involved shader programming, material creation, optimization for Android VR/PC VR/Oculus, and building interactive systems in Unreal Engine. I also worked closely with artists to translate creative visions into optimized, real-time interactive VR experiences.

Sunovatech (Delhi) | **Unreal Engine Technical Artist** (Internship) | **Jul 2021 - Sep 2021**

At Sunovatech, I undertook an internship where I contributed to cross-platform VR/AR projects, gaining practical experience in Unreal Engine workflows, which I later built upon at Klip VR. My role focused on:

- Shader and material development for realistic environments and optimized VR rendering.

- Optimizing high-quality visuals for performance on mobile VR and PC VR platforms while maintaining visual fidelity.

- Implementing interactive features to enhance immersive tourism and cultural storytelling experiences.

- Collaborating with designers and 3D artists to integrate assets efficiently within Unreal Engine.

- Developing and refining UI elements and interactions tailored for VR navigation.

This internship provided me with a solid foundation in technical art for VR/AR development, equipping me with the skills and practical exposure that I later applied and expanded upon in professional projects at Klip VR and beyond.

Projects

UnderWorld Gang Wars

Android Competitive shooter , Multiplayer , Gameplay and Animation Programming.

Unreal Engine
(Android & IOS)

Chandrayaan VR

Chandrayaan VR allows learners to be a part of
the Indian space mission and experience
several events that aid the scientific learning of the subject.

Unreal Engine
(Android VR, PC-VR, OpenXR)

Croagh Patrick

Mayo County Council and Sunovatech developed a VR experience of Croagh Patrick,
enhancing tourism while preserving its cultural significance. The technology
immerses users in the mountain's history, culture, and natural beauty.

Unreal Engine
(Android VR, PC-VR, OpenXR)

Bhagavad Gita VR

The Srimad Bhagavad Gita VR Experience immerses users in the wisdom of the Gita
through hyper-realistic visuals and storytelling, bringing the Kurukshetra battlefield
and its divine teachings to life in an interactive way.

Unreal Engine
(Android VR, PC-VR, OpenXR)

Education

Vertex School

- Coding for Creatives

- Tech Art Program Open Day (Filipe Strazzeri)

University of Calcutta

Kolkata, India.

- B.Com

- High School