



Suraj Bakawat

Software Engineer

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Languages

C++	C
C#	Python
Golang	Java

Engines and Tools

- Unreal Engine
- Unity
- Android Studio
- SFML & OpenGL

Technical Skills

- Object Oriented Programming
- Algorithm and Data Structures
- Multithreading & Concurrency
- Memory Management
- Backend Development
- Cross-Platform Development
- Debugging and Profiling Tools
- Version Control Systems
- Game Development
- Machine Learning
- C++11/14/17/20 Features
- SDK Integrations
- Database Management
- Microservices & APIs

Experience

WinZO

2025 - Present

Software Engineer

Worked on developing and optimizing games at scale, building internal SDKs and developer tools to enhance the WinZO platform. Collaborated across teams to enhance performance and streamline integration workflows for faster, more efficient app releases.

Talentica Software

2024 - 2025

Software Engineer

Developed an advanced Ad SDK for Unreal Engine and Unity with 3D in-game ads and standard formats, also worked on backend systems using Go and Java, built GenAI features with LangChain and Python, and developed a secure key management tool similar to AWS CloudHSM using C++.

Reliance Games

2022 - 2024

Software Engineer

As the programmer for WWE Mayhem , I managed all aspects of programming, from innovative feature implementation such as ML based opponent AI to bug resolution, ensuring a seamless and captivating gaming experience.

Education

Indian Institute of Technology Patna

2018 - 2022

Computer Science and Engineering

B. Tech

Individual Projects

Vector Horizon

2025

https://store.steampowered.com/app/3801540/Vector_Horizon/

Vector Horizon is a 3D platformer where the player controls a flying car, developed in Unreal Engine 5 and C++ and released on Steam for PC

Almanac

2023

Almanac is a 2D fantasy role-playing game developed in Unity and C#, released in 2023 on the Google Play Store.

GunBoxing

2022

https://store.steampowered.com/app/1978090/GunBoxing/

Gunboxing is a first-person shooter with fighting game mechanics, developed in Unreal Engine 4 and C++ and released on Steam for PC.