TANMOY GHATAK

Senior Game Developer

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Professional Summary

Experienced Game Developer with 3.5+ years of expertise in VR/AR development and immersive simulation design. Proficient in Unreal Engine and C++ programming with demonstrated success in creating engaging VR experiences and cross-platform games. Proven track record of technical excellence, creative innovation, and successful project delivery in fast-paced development environments.

Work Experience

Senior Game Developer   July 2022 - Dec 2025

MEDVR EDUCATION | Kolkata, India

- ▷ Developed immersive VR game simulations using Unreal Engine and C++ for educational applications
- ▷ Implemented Unreal's Blueprint visual scripting system to create interactive and engaging gameplay elements
- ▷ Collaborated with cross-functional teams including designers, artists, and product managers to deliver user-focused experiences
- ▷ Promoted to Senior Game Developer for consistent technical performance, creative contributions, and project delivery excellence
- ▷ Led development of multiple high-quality VR projects, ensuring optimal user experience and technical stability
- ▷ Applied advanced problem-solving skills to optimize game performance and enhance user engagement

Education

Bachelor of Engineering in Electronics and Communication

JIS College of Engineering, Kalyani | 2022

Technical Skills

Game Development

Unreal Engine 5, Unity Engine, Blueprint Visual Scripting, Niagara Particle Systems

Programming Languages

C++, C#, C, Java

Specialized Development

AR/VR Development, Simulation Development, VR Gameplay Development

Platform Expertise

PC, Android, WebGL, Cross-platform Development

Technical Competencies

Unreal Tools Engineering, Multiplayer Game Development, Cross-functional Collaboration

Development Methodologies

Agile Development, User-Focused Design, Interactive Gameplay Design

Projects

VR Educational Simulations

Created comprehensive VR simulations for MEDVR EDUCATION, focusing on immersive learning experiences. Utilized Unreal Engine's advanced rendering capabilities and Blueprint system for interactive gameplay mechanics. Implemented user interface design and user experience optimization for educational content delivery.

Cross-Platform Game Development

Developed standalone games for PC and Android platforms using multiple game engines. Created WebGL projects and small-scale multiplayer games in Unity Engine. Integrated Niagara particle systems in Unreal Engine for enhanced visual effects and

gameplay immersion. Demonstrated versatility across different development environments and platform requirements.

Certifications

✓ Unreal Engine 5 for Beginners: Building a Tiny Resource Game | Udemy

✓ Unreal Engine 5 C++ Game Development | Udemy

✓ Unreal Engine 5 C++ Multiplayer: Make an Online Co-op Game | Udemy