Nitin Nishad

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Summary

A highly skilled VR Unreal Engine Game Developer with extensive experience in developing PC, mobile, and VR games. Proficient in C++ and Blueprint programming, with a core expertise in multiplayer systems, networking, and game optimization. A seasoned Project Lead, successfully deploying VR training simulations, multiplayer games, and architectural visualizations on an international scale. Passionate about game development, team leadership, and pushing the boundaries of immersive technology to create cutting-edge gaming experiences.

Skills

Technical Skills

- **Game Engines:** Unreal Engine 5
- **Programming:** C++, Blueprint
- **Multiplayer Systems:** Steam, LAN, Epic Online Services
- **VR Development:** Locomotion Systems (KAT), Hand Tracking, Haptic Weapon Integration
- **Optimization:** Performance Tuning for PC, Mobile, and VR
- **Tools:** Unreal Modeling Tool

Soft Skills

- **Problem-Solving & Critical Thinking** – Troubleshooting performance and implementing innovative solutions.
- **Leadership & Team Management** – Leading development teams and mentoring junior developers.
- **Adaptability & Time Management** – Quickly learning new technologies and managing multiple projects under deadlines.

Education

B.Tech in Computer Science Engineering

Galgotias College of Engineering and Technology • Greater Noida, India
06/2024

Science - Intermediate

Ewing Christian Public School • Prayagraj, India
06/2019

Experience

Game Developer

Botlab Dynamics • New Delhi, India
06/2025 - Present
- Contributing to the development of simulation-based experiences using Unreal Engine.
- Collaborating with cross-functional teams including firmware engineers and animators to build real-time interactive training systems.
- Working on gameplay systems, input control logic, and performance optimization for simulation and VR environments.
- Integrating physics-based interactions and realistic movement mechanics using C++ and Blueprint scripting.
- Supporting the deployment of Unreal Engine content for drone control simulations.

Game Developer

Abhiwan Technology Pvt Ltd • Noida, India
03/2024 - 04/2025

- Spearheaded the development of multiplayer systems, VR simulations, and game optimization for PC, mobile, and VR platforms.
- Led and successfully deployed multiple projects internationally.
- Developed and optimized Android and PC multiplayer games, ensuring seamless LAN and Steam networking with high-performance gameplay.
- Optimized game performance, reducing memory usage and increasing FPS for a smoother experience.

Game Developer

Fiverr • Remote
11/2022 - 04/2025

- Developed and delivered multiplayer games with seamless LAN and Steam integration, ensuring smooth online experiences.
- Designed and implemented gameplay mechanics, AI systems, and networking solutions using C++ and Blueprint programming in Unreal Engine.
- Worked closely with clients to understand requirements, provide technical solutions, and deliver high-quality, fully functional games.
- Provided post-delivery support and maintenance, optimizing and refining gameplay based on client feedback.

Game Developer

Sector Seven Japan • Remote
09/2022 - 11/2022

- Developed a first-person shooter multiplayer game for PC, utilizing Epic Online Services (EOS) for networking and matchmaking.
- Designed and implemented core gameplay mechanics, weapon systems, and player interactions using C++ and Blueprints.
- Optimized multiplayer performance, netcode, and replication for smooth gameplay experiences across global servers.

Projects

- **Active Shooter** – A VR training simulation developed for Abu Dhabi Police, integrating KAT VR, Forcetube Provolver, and MetaHumans for an immersive training experience.
- **Marina Landing** – An Architectural Visualization VR experience, deployed internationally, featuring high-detail real-time rendering and interactive walkthroughs.
- **AIIMS DELHI** – A 2D game created for AIIMS Delhi featuring 10 activities designed by doctors for children with ADHD. The game tracks response time, patterns, and behavior to assist in diagnosis and therapy.
- **VR Library** – An interactive VR storytelling experience created for National Book Trust, allowing users to explore historical stories and visual representations in an immersive environment.
- **Relic Hunters** – A cooperative multiplayer game with combat and puzzle-solving challenges, optimized for both PC and mobile platforms.
- **Surgical Simulation** – A VR medical training simulation utilizing hand tracking, where player performs CPR and use an AED kit to save a patient experiencing a heart attack.

Achievements

- Successfully delivered international projects including *Active Shooter* (for Abu Dhabi Police) and *Marina Landing* (Architectural Visualization).
- Led the development of multiple VR and multiplayer games, optimizing performance for PC, mobile, and VR platforms.
- Optimized Android and PC games to enhance performance, memory efficiency, and network stability.
- Freelanced on Fiverr, delivering high-quality multiplayer and VR game projects to global clients.
- Won Hacktoberfest 2022 and 2023, contributing to open-source projects and improving coding proficiency.

Online Presence

- [Website](#)
- [LinkedIn](#)
- [GitHub](#)
- [ArtStation](#)