UMESH PRAKASH

Game Developer

INFO

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Email

umeshprakash123@outlook.com

LinkedIn

linkedin.com/in/umesh-prakash

GitHub

github.com/XDreamist

Portfolio

xdreamist.github.io/WebCLI

PGOU - Link

store.steampowered.com/app/
2912420/Pals_Go_Only_Up

SKILLS

Programming Languages

C++, C#, Python, Java,
JavaScript, CSS, HTML, etc.

Post-Production Software

Figma, Photoshop,
After Effects, etc.

3D Software

Blender, Unreal Engine,
Unity, Mixer, etc.

Other

FbxSDK, GLSL, QT, three js,
phaser js, mediapipe, etc.

Languages

English, Hindi, Tamil,
Malayalam

PROFILE

Passionate and results-driven Game Developer with extensive experience in bringing innovative game concepts to life. Proven expertise in game design, development, and deployment, with a track record of successful project launches. Enthusiastic about tackling complex challenges and continuously expanding skill sets.

EDUCATION

2021 - 2023 : **BSc in Computer Science**
IHRD College of Applied Science, Perissery

2023 - 2023 : **Full Stack (Web Development)**
Technovalley Software India Private Limited

WORK EXPERIENCE

Unreal Developer   2023 - 2024
Intellicialis
- Integrated the EOS system for matchmaking and session management in C++.
- Designed immersive and challenging game levels to enhance player experience.
- Animated level sequences and objects to make the game more dynamic and interactive.

Jr. Game Developer   2024 - 2024
Zeuron.ai
- Created games from scratch using Unity, Three.js, Phaser.js, Ammo.js, and other JS libraries.
- Worked on Web XR projects, creating engaging virtual experiences.
- Utilized GLSL for advanced shading techniques and improved graphical quality.

PROJECTS

Pals Go Only Up (PGOU)
A game where players climb and face progressively challenging obstacles.

Cursed
An Unreal Engine game developed using C++ and blueprints, inspired by AC games.

3DAPE
A software that maps the movements of a person onto an FBX 3D model using Python and C++.