UMESH PRAKASH

C++ Developer

INFO

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Email

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LinkedIn

linkedin.com/in/umesh-prakash

GitHub

github.com/XDreamist

Portfolio

xdreamist.github.io/WebCLI

SKILLS

Programming Languages

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

Software Dev Tools

Qt, FbxSDK, GLSL, SPIR-V, OpenGL

Game Dev Frameworks

Unreal Engine, Unity, Three.js, Phaser.js

Post-Production Tools

Figma, Photoshop, After Effects

Other Tools

Mediapipe, Blender, Substance Mixer

Languages

English, Hindi, Tamil, Malayalam

PROFILE

Dedicated and detail-oriented C++ Developer with a strong foundation in software engineering and game development. Experienced in creating efficient, scalable, and robust systems, with a focus on performance optimization and user experience. Proficient in leveraging advanced tools and technologies to build innovative applications and tackle challenging problems.

EDUCATION

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

2023 : **Full Stack Web Development Certification**
Technovalley Software India Private Limited

WORK EXPERIENCE

Unreal Developer 2023 - 2024
Intellicialis

- Integrated Epic Online Services (EOS) for matchmaking and session management using C++.
- Designed and worked on complex game systems to enhance user experience.
- Animated and scripted dynamic level sequences using Unreal Engine, creating interactive and immersive gameplay.

Game Developer 2024 - 2024
Zeuron.ai

- Built scalable game architectures using C++, Unity, Three.js, Phaser.js, and Ammo.js.
- Developed high-performance WebXR projects, delivering engaging virtual reality experiences.
- Optimized graphical rendering by implementing GLSL shaders and enhancing visual quality.

PROJECTS

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

Cursed
Made a game with Unreal Engine using C++ and blueprints, inspired by AC games.

3DAPE
Created a tool to map real-time motion data onto FBX 3D models using Python and C++.