UMESH PRAKASH

Game Developer

INFO

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Email

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LinkedIn

linkedin.com/in/umesh-prakash

GitHub

github.com/XDreamist

SKILLS

Programming Languages

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

Post-Production Software

Figma, Photoshop, After
Effects, etc.

3D Software

Blender, Unreal Engine, Unity,
Mixer, etc.

PROFILE

Highly motivated and adaptable Game Developer with a proven track record of successfully bringing game concepts to launch. Seeking an IT position to utilize skills developed through past experiences. Confident, outgoing, and eager to embrace challenges and learn new skills.

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
- Developed 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 - Present
Zeuron.ai
- Created games from scratch using 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++.