

Yash Kamble

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old-monkey.itch.io

Professional Summary

Aspiring Game Developer with hands-on experience in **Unreal Engine**, specializing in immersive gameplay, level design, and system integration. With a portfolio of diverse projects including horror, racing, and gesture-controlled games. Seeking internship or entry-level opportunities to contribute to creative and technically ambitious game projects.

Technologies

Languages: Unreal Blueprints, C++ ,C#, Python, HTML, CSS, JavaScript

Game Engine: Unreal Engine, Unity (2D)

Tools: Git, Visual Studio, Canva, Audacity, GIMP, Arduino IDE

Platforms: PC, Web

Education

Terna Engineering College, Navi Mumbai,
Bachelor of Engineering in Information Technology

Pursuing

- CGPA: 8.3 / 10

- **Coursework:** Computer Architecture, Comparison of Learning Algorithms, Computational Theory

Projects

Hello Owner (Unreal Engine)

itch.io/hello-owner

- First-person psychological horror game with multiple endings. Features immersive sound triggers, branching decision paths, and environmental storytelling using modular Blueprint systems.
- Skills: Unreal Engine Blueprints, Narrative Design, Level Design, Audio Integration
- Solo Around One Month

Ultra Drive (Unreal Engine + Arduino IDE)

itch.io/ultra-drive

- Hands-free racing game controlled via ultrasonic and PIR sensors. Physical gestures map to in-game input.
- Tools: Unreal Engine, Serial COM (Unreal Plugin), Hardware Integration, Arduino IDE
- Solo Around One Month

Forest of Undead (Unity)

itch.io/forest-of-undead

- 2D top-down wave-survival game inspired by Vampire Survivors. Includes UI/audio, custom wave system, upgrades.
- Skills: Unity, C#, Game Design, UI/UX, Sound Implementation
- Solo Around One Month

Certifications

Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games (Udemy)

2024

github.com/name/repo

Complete C# Unity Game Developer 2D (Udemy)

2023

github.com/name/repo