



Yash Shastri

📍 **Home** : Nashik, India
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🌐 **Website**: <https://yashshastri87.github.io/Portfolio-GameDev/>
Date of birth: 8 Jul 2001 **Nationality**: Indian

ABOUT ME

Passionate and skilled programmer with expertise in scripting and proficiency in multiple programming languages. Adept at designing and developing systems and mechanics with a strong focus on optimization and efficiency. Experienced in both software and game development, bringing innovative solutions to complex challenges in various projects.

WORK EXPERIENCE

[Feb 2024 – Current]

Unreal Engine Developer (Remote)

Proqio

City: Málaga | **Country**: Spain

- Unreal Engine Application
- Pixel Streaming

[Dec 2023 – May 2024]

Unreal Engine C++ Programmer (Remote)

Epoch Games

City: Winston-Salem, North Carolina | **Country**: United States

- Gameplay, Abilities and Mechanics
- Core Gameplay Framework

[Jan 2023 – Mar 2023]

Unreal Engine Game Developer (Remote)

CogXR Labs

City: Roorkee, Uttarakhand | **Country**: India

- Unreal Engine Application
- XR, AR and VR
- Pixel Streaming

[Jan 2022 – Mar 2022]

Unity Game Developer · Internship (Remote)

Compact Gyan

City: Delhi NCR | **Country**: India

- Unity 3D
- AR

EDUCATION AND TRAINING

[2019 – 2023]

Bachelor of Engineering - BE Computer Science

Savitribai Phule Pune University <http://www.unipune.ac.in/>

Country: India |

LANGUAGE SKILLS

Mother tongue(s): Marathi **Other language(s)**: English , Hindi

DIGITAL SKILLS

My Digital Skills

UNREAL ENGINE | UNITY | C / C# / C++ | Blender | Python