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 about Coding. Best at programming and scripting, Proficient at multiple programming languages. Creating Systems and Mechanics focusing on optimizing and making them more efficient. Working on Software as well as Game Development 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

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