Abishek Ramalingam

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Seeking to apply my skills in the game development field and continue my educational journey. I am currently a full-time student focusing my efforts on exploring C#, C++, and 3D modelling through in-class projects. Outside of my studies, I work in the hospitality industry and am one of the top performers in my workplace.

Education

Game Design and Development (BSc, Hons) | *University of Greenwich*
Expected Completion By: September 2026

Technical Skills

Programming Languages: **C#, C++, Python**
Game Engines: **Unity, Unreal-Engine 5**
Other Tools: **Maya, Blender**
Languages: **Tamil, English, Hindi**

Academic Projects

AI Stealth Heist Prototype | *3D stealth AI prototype exploring NPC Perception + Coordination (FSM, NavMesh)* | Unity, C#

- Built a multi-agent guard AI using an FSM with tuned escalation states (Patrol, Suspicious, Investigate, Search, Chase, Attack)
- Implemented multi-sense perception (vision with occlusion checks, sound propagation, scent trail nodes) to drive consistent detection outcomes
- Developed a shared event-driven alert system (sound bus + alert bus) enabling guards to notify, coordinate, and assist each other using alert levels and last-known player position.
- Added in-editor visual debugging (gizmos/billboards) to validate decisions and speed up troubleshooting

LumberJill: The RPG | *2.5D mobile management and crafting simulation linking an in-game lumber economy to real world price data and sustainability systems*| Unity, C#

- Lead Programmer for a 2.5D mobile management and crafting simulation; owned core gameplay systems, UI integration, and build stability
- Implemented machine interaction pipelines (input, processing, output) across multiple cutters and a production machine, wired into storage and touch UI flows
- Built a blueprint-style crafting grid with snap-fit validation and misfit waste logic feeding into star ratings and rewards
- Integrated a dynamic lumber pricing system using API fetched price data then simplified and

amplified it via sensitivity trend and controlled fluctuation for readable gameplay economy.
- Developed offline progression and reforestation loop (NPC harvesting while offline logs convert to seeds and planting grows trees over time) to reinforce sustainability messaging.
- Implemented job board and customer order flow with timed requests, customer traits and delivery interactions to drive replayable daily sessions.

Grippy Groove | *Collaborative development project utilizing a 3D grappling hook* | Unity, C#

- Designed a dynamic health bar and navigation menu system to improve User Interface
- Developed key gameplay systems including smooth player navigation and movement, AI scripts for enemy behaviour and interactions, collection mechanics for items, as well as visual design aspects.
- Integrated audio systems for in-game cues
- Coordinated with my team to combine various systems into a seamless final product.

Spider Squish | *Top-Down 2D Platformer for Object-Oriented Programming* | Unity, C#

- Players explore & defeat enemies by dashing into them while collecting items to escape.
- Applied OOP principles like encapsulation, abstraction, inheritance, and polymorphism to keep the code clean and easy to maintain.
- Added a score tracker and health bar to make the gameplay feel more polished and responsive.
- This project was mainly focused to understand how OOP principles work during developing a game.

Work Experience

Restaurant Supervisor Blues Kitchen

Volunteering at develop:Brighton| 2024

Head Waiter/ Supervisor Dishoom| *2022-2025*

Chef de partie The Cow | *2021-2022*

Other Notes

Games that inspire me and fill my free time: *Red Dead Redemption*, *The Witcher*, *GTA*, and *Counter Strike.*