

CV

Personal Details

Name	Rehaan Gurung
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Professional Summary

Passionate and skilled game developer with over 4 years of designing and developing games. Experienced in Unity and Unreal Engine, plus strong programming skills in C++. Ability to collaborate with independent game developers and deliver high-quality games within given deadline. Experienced in optimizing performances for PC and consoles

Education and Qualification

- Bachelor of Science in Computer Science
- Game Development Specialization
- Relevant Courses: Game Programming, Computer Graphics, Physics Simulation

Work Experience

- Game Developer for Rockstar Games
- Junior Game Developer for Riot Games
- Junior Game Programmer for Hoyoverse

Skills

- Game Engines: Unity, Unreal Engine
- Programing Languages: C++, Python
- Game Design: Level design, Physics simulation
- Graphics and Animation: Blender, Photoshop
- Languages: English, Nepali and Hindi

Achievements

Helped in the development of GTA 5 by optimizing game performances reducing CPU usage by 15% and maintain a consistent 60 fps across all available devices. Contributed to Riot Game's Valorant which is one of the most popular multiplayer 3rd person shooter. Successfully transferred an existing game from PC to mobile, maintain high graphics and performance for Hoyoverse's Genshin Impact and Honkai Star Rail.

Interests and Activities

- Developing games
- Modding popular games
- Travelling
- Watching sports
- Listening to music