HEENA THADANI
Gameplay Programmer

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PROFESSIONAL EXPERIENCE

- **PETALS WORLD STUDIOS**   SINGAPORE
  Multiplayer Matchmaking & Leaderboard UI/UX Developer   *Nov 2022 – Aug 2023*
    - Translated Figma designs into Unity for front-end development
    - Implemented full-stack for friend list functionality using Quantum PUN.
    - Created lobby screens and integrated matchmaking systems
    - Authored player statistics screens for in-game data, , providing users with performance insights.
    - Implemented leaderboards, fostering player retention & enhancing competitive gameplay.
    - Integrated PlayFab for backend services and player data management, streamlining data handling.
    - Utilized Facebook SDK and API for social features and login integration, , increasing ease of UX by 25%.

- **MITACS GLOBALINK**   FREDERICTON, CANADA
  Collaboration in Mixed Reality   *Jun 2022 – Aug 2022*
    - Generated an interface for storage of connected player activities for reference in virtual reality games using Photon Unity Networking and PlayerPrefs for disconnected players.
    - Conducted simulations on Meta Quest 2
    - Created a heat map of an ocean using provided longitude, latitude, and depth data in Blender

SKILLS

- **Languages:** C#, C++, Python, Java
- **Game Engine:** Unity3D, Unreal Engine
- **UI/UX Design:** Figma, ImGUI, Unity's UI Toolkit
- **Version Control:** Git/Github, PlasticSCM, Perforce

PROJECTS

- **Devblade | C++ | Unreal Engine 5.3 | Gameplay Programmer**
    - Designed and implemented a modular combat system using UE5's Gameplay Ability System (GAS), supporting 10+ melee combos, directional hit reactions, block mechanics, and special weapon abilities with cooldowns.
    - Developed 5+ advanced AI behaviors with custom BTTasks, Decorators, Services, and Environment Query System (EQS) to support enemy flanking, ambushing, and dynamic responses in a 10+ wave-based survival combat mode.

- **Warflux | Unity3D | Gameplay Programmer, UI/UX Designer**
    - PCG: Implemented a grid-based procedural generation system in Unity, leveraging A* pathfinding for dynamic room placement and corridor connectivity, featuring a scalable dungeon environment with 10+ random room layouts and pathways.
    - UI/UX Ability System: Developed a modular UI system with pages for menu navigation, HUD, and ability selection, integrating real-time updates and ability switching for seamless gameplay.

- **Consumption | Unity3D | Gameplay Programmer**
    - Implemented Onboarding Sequence through a chat window that help players understand key mechanics for the game. Also implemented gameplay mechanics, and UI/UX for the game.

- **Detective's Gambit | Unity3D | UI/UX Developer, Gameplay Programmer**
    - Created Designs in Figma for various in-game screens, menus and character information. Finalized the UI for critical game components like the journal and card battler, ensuring a cohesive and accessible UX.

EDUCATION

- **Rochester Institute of Technology**   Rochester, NY, USA
  MS - Game Design and Development   *2023 - present*
- **Mody University**   Jaipur, India
  B. Tech - Computer Science   *2019 - 2023*

COURSE WORK

- Game Dev Processes, Level Design, Graphics Programming, Console Dev, Intro to Web Tech, *(Teaching Assistant)* DSA for Game Simulations   *(Teaching Assistant)*

MINOR PROJECTS

- **Unity:** Mechanics of RPG, Xeno-G, Endless Runner, Dictum, Outbreak
- **Unreal:** Highway Rider
- **AR/VR:** VR Maze Game, 3D AR Mock Room

COMMUNITY

- Created a Gaming Community - Quest Gaming || IEEE CS MUST
- Instructor @ Unity Game Dev Summer Camp 2022 @UNB, Fredericton, Canada