

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
- Developed a 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.
- Worked on 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 developed 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: Generated 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

- Developed 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

- Designed 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