

# Hemal Patel

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## PROFESSIONAL SUMMARY

Senior Gameplay Engineer with over 6 years of experience building robust multiplayer systems and scalable toolsets for live-service (GAAS) games. I thrive on solving complex technical challenges—from optimizing low-level engine performance to architecting scalable gameplay frameworks. Deeply committed to fostering engineering excellence through mentorship and collaboration, I enjoy bridging the gap between creative design and technical implementation to deliver polished, innovative player experiences in remote, globally distributed teams.

## SKILLS

**Languages:** C++, C#, Lua

**Game Engines:** Unreal 4, Unreal 5, Unity

**Programming Skills:** Gameplay Systems, Multiplayer Networking, Live Service (GAAS), UI Systems, MVVM, Physics

**Core Competencies:** System Architecture, Technical Leadership, Mentoring, Cross-discipline Collaboration, Performance Profiling

**Tools:** Perforce, Github, BuildGraph, Automation Tools, Visual Studio, Rider, VSCode, JIRA

**AI Tools:** Claude, Gemini, Copilot

## EXPERIENCE

### Software Engineer II (Senior Gameplay / Systems Focus)

Nov 2019 – Dec 2025

*WaveXR*

*Remote*

- Played a key role in shaping the technical direction for 'Nexus', a foundational social ecosystem, by architecting scalable C++ frameworks and interaction models that became the core standard for future features.
- Partnered closely with design and art leadership to bridge high-level creative vision with hands-on engineering, delivering innovative gameplay features for a live-service (GAAS) environment.
- Established and maintained engineering standards and best practices, conducting rigorous code reviews to drive code quality, reduce technical debt, and ensure long-term sustainability.
- Mentored multiple engineers across gameplay and tools, fostering professional growth and ensuring technical excellence throughout the development pipeline.
- Architected server-authoritative multiplayer systems, enabling complex state synchronization and dynamic visual updates across persistent, live server instances.
- Improved engineering practices and pipelines by developing proprietary Unreal Editor tools, reducing art workflow time by 30% and significantly boosting studio efficiency.
- Defined performance targets and optimized core systems using Unreal Insights, achieving over 80% performance gains in memory management and rendering for PC and VR platforms.
- Executed rapid prototyping to validate gameplay mechanics, allowing the team to fail fast and pivot effectively, ensuring resources were focused on high-value solutions.
- Led the successful engine transition from Unity to Unreal, simultaneously architecting core interaction features like Custom Niagara Components to support complex visual requirements.
- Integrated backend services (user accounts, party systems) with gameplay logic, ensuring reliable cross-platform data synchronization for a seamless online experience.

### Contract Unity Programmer

Nov 2015 – Feb 2020

*Razor Edge Games*

*Remote*

- Engineered core gameplay loops including turn-based combat, inventory, and survival mechanics, implementing custom logic for dynamic boss encounters and player tracking.
- Led the integration of open-source hair/fur simulation and holographic UI shaders, troubleshooting complex mesh-to-spline data format conflicts.
- Created custom internal tools that streamlined the content creation pipeline, reducing iteration time for artists and designers on a large-scale open-world project.
- Contributed to a major DLC release by diagnosing critical bugs and maintaining technical documentation to ensure project transparency.

### Unity Developer

Jun 2014 – March 2015

*Smartcloud Infotech Pvt. Ltd.*

*Pune, India*

- Shipped interactive commercial applications using Unity, including *Alimentary Avengers*, *Tafe Planetary Plus*, *E-Smart*, and the informative app *Be Safe, Be Smart!*

- Consulted with clients to define project scope and provided accurate project estimations, along with process improvement suggestions.
- Implemented and iteratively refined UI/UX and gameplay features based on direct client feedback and requirements.

## EDUCATION

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<b>DePaul University</b>	Online
<i>MS in Computer Game Programming</i>	<i>Coursework Completed (Capstone Pending)</i>
<b>CEPT University</b>	India
<i>Master of Business Administration. Information Technology and Project Management</i>	<i>2014</i>
<b>Gujarat Technological University</b>	India
<i>Bachelor of Technology in Information Technology</i>	<i>2012</i>