UTKARSH YADAV

Prayagraj, Uttar Pradesh, India ◇ +91 7818915605

iamutkarshyadav1@gmail.com ◇ linkedin.com/in/shadowstorme ◇ github.com/iamutkarshyadav

OBJECTIVE

Game Developer with 5+ years of experience in **Unreal Engine 5**, skilled in C++ and Blueprints. Focused on building immersive gameplay, modular systems, and cinematic experiences. Seeking opportunities as a **Gameplay Programmer / Unreal Developer** to craft engaging, high-performance interactive worlds.

EDUCATION

B.Tech – Computer Science and Engineering 2021 – 2025
Graphic Era Deemed to be University, Dehradun

SKILLS

Game Engines	Unreal Engine 4/5
Programming	C++, Blueprints, Gameplay Logic, AI Systems, UI Programming
Design Tools	Blender, Substance Painter, Quixel Bridge, Photoshop
Core Skills	ALS Framework, Optimization, Animation Systems, Cinematics
Soft Skills	Problem-Solving, Rapid Prototyping, Team Collaboration

PROJECTS

- **PUBG PC Clone – Unreal Engine 5**
  Built full **Battle Royale mechanics** including inventory, looting, weapon handling, minimap, compass, and HUD identical to PUBG PC. Added suppressed / unrepressed audio states, real-time inventory sync, and optimized FPS performance.
  Visual demo: Watch on LinkedIn

- **The Last of Us Part II Clone – Unreal Engine 5 + ALS**
  Integrated ALS v4 for advanced locomotion, stealth, and parkour systems. Recreated cinematic transitions, stealth AI, and immersive environment lighting inspired by the original game.
  Environment Update: Watch on LinkedIn

- **Online Shooter Prototype – Unreal Engine 5 (C++ & BP)**
  Developed a multiplayer FPS inspired by Call of Duty with systems for sprinting, peeking, ADS, recoil, and synchronized locomotion using C++ and Blueprints. Focused on replication, combat realism, and dynamic lighting.
  Visual Demo: Watch on LinkedIn

EXPERIENCE

Independent Game Developer 2020 – Present
Freelance / Personal Projects

- Designed and implemented gameplay systems, combat logic, and dynamic UI in Unreal Engine.
- Translated AAA-level design concepts into modular, optimized systems for prototypes.

ADDITIONAL ACTIVITIES

- Post Unreal Engine devlogs and gameplay breakdowns on LinkedIn.
- Collaborate with indie Unreal teams for feature testing and workflow sharing.
- Interested in ancient civilizations, art direction, and cinematic storytelling.