

ANKIT DABAS

Gameplay Programmer

+91 9560617880

ankitdabas@outlook.in



@iankitdabas



ankitdabas.itch.io/

iankitdabas.github.io/portfolio

ABOUT

Self-taught Gameplay Programmer specializing in C++ and Unreal Engine with expertise in combat systems, physics-based mechanics, and AI implementation. Proven ability to deliver complete projects under deadline through strong problem-solving skills and solid mathematical foundations in linear algebra and game physics.

EXPERIENCE

Brackeys Game Jam 2025.2

AUGUST 2025 (1-WEEK)

- Developed 2D platformer in Unreal Engine C++ with physics-based traps (pendulum, sliding boxes, saw blades) and player interaction systems
- Implemented collision detection, AI behavior, and procedural animations using mathematical functions (sine waves, vector operations)
- Completed full game loop including hazards, puzzles, and respawn mechanics within tight 1-week deadline

PROJECTS

1. Legacy of Blade – 3D Sword Combat Game

(Unreal Engine, C++ & Blueprint)

- Built a 3D melee combat system with sword and Leviathan Axe mechanics, enemy AI (FSM), weapon throw & recall, HUD, and interactive world objects.
- Implemented combat collision, damage handling, animations, save/load system, and in-game UI.

2. GMTK Game Jam – 2D Puzzle Platformer

(Unreal Engine 5, C++ & Blueprint)

- Developed a Paper2D puzzle-platformer focused on risk-reward gameplay and trap avoidance.
- Implemented traps (pendulum, saw blades, spikes, falling rocks), physics objects, respawn logic, and level progression.

3. Bouncy Pixel – Pong-Style Game (CS50 Final project)

(Unreal Engine, C++)

Created a two-player Pong game with reflection-based ball physics, particle effects, HUD menus, and a high-score save/load system.

4. Cosmic Combat – Arcade Space Shooter

(Scratch)

Designed a simple space shooter with enemy AI, scoring system, level progression, and teleport mechanics aimed at making math engaging for kids.

SKILLS

• C++

• C

• Scratch

• Unreal Engine Blueprint

• 3D Maths Basics

• Trigonometric

• Linear Algebra

• Movements & Kinematics

• Game Physics & Dynamics

• Unreal Engine 4.27 & 5

• Visual Studio

• GitHub

EDUCATION

Unreal Engine 4 C++ Game Development – Udemy Certification | [2024]

Unreal engine classes, Gameplay mechanics, Combat System, and Save & Load etc..

CS50: Introduction to Computer Science – Harvard University (Online) | [2024]