

ANKIT DABAS

Gameplay Programmer

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ankitdabas.itch.io/

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ABOUT

Self-taught Gameplay Programmer specialize in C++ and Unreal Engine with Knowledge in combat systems, physics based mechanics, and AI implementation. 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 with physics-based traps (pendulum, sliding boxes, saw blades).
- Implemented collision detection, AI behavior, and procedural animations using mathematical functions (sine waves, vector operations).
- Completed full game loop including traps, puzzles, and respawn mechanics within tight 1-week deadline

PROJECTS

1. Legacy of Blade – 3D Sword Combat Game

(Unreal Engine, C++ & Blueprint)

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

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

(Unreal Engine, C++)

Pong-style arcade game, supporting single-player and two-player modes, 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

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|---------------------------|--------------------------|---------------------------|
| • C++ | • 3D Maths Basics | • Game Physics & Dynamics |
| • C | • Trigonometric | • Unreal Engine 4.27 & 5 |
| • Scratch | • Linear Algebra | • Visual Studio |
| • Unreal Engine Blueprint | • Movements & Kinematics | • 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]

Covered core computer science fundamentals including C , Scratch, memory management, and problem-solving.