

# Rajat Rajendra Prabhu

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## **EDUCATION**

University of Staffordshire, Stoke-On-Trent, United Kingdom  
Bachelor of Science, Computer Games Design and Programming

**On Track July 2025**  
**First-Class**

Delhi Private School, Sharjah, United Arab Emirates  
High School Diploma, Computer Science

**June 2022**  
**First-Class**

## **SKILLS**

- Languages: C++, C#, Python, SQL
- Game Engines: Unreal Engine, Unity
- Other Tools: Microsoft Word, Microsoft Powerpoint, Microsoft Excel, Git, Jira

## **PROJECTS**

Dose of Decay, Junior Collaborative Project, Stoke-On-Trent

March 2024 – May 2024

- Created the player ability system where players will be able to choose from and use their abilities.
- Implemented the Main HUD of the player with elements such as Health Bar, Enemy Health bar, Ammo Count, Weapon Type, Dash Cooldown, and Abilities Cooldowns present to guide the player.
- Created the Tutorial Level System, enabling designers to freely move around the prompt locations with HUD being displaced gradually as the level passes.

GuffaWing, Global Games Jam, Stoke-On-Trent

January 26 2024 – January 29 2024

- Created the main gameplay system that comprises of player movement, player attacks, ultimate form, health and ultimate form system, and progression system.
- Implemented the Game's User Interface that comprised the main menus, loading screens and the player's HUD.
- Oversaw the source control for this project on GitHub to ensure good development flow and efficient collaboration.

First Person C++ Project, University Project, Stoke-On-Trent

October 2024 – November 2024

- Implemented the mechanic which enables the player to pull and push away objects with their gun.
- Gameplay Loop is managed through C++ by checking all the objectives required to complete the test.
- AI systems were created on C++ with behaviour trees on Unreal Engine made sure the system worked well.

## **INTERESTS**

Football, Cooking, Music, Travelling, Game Completionist