Rajat Rajendra Prabhu

GAMEPLAY PROGRAMMER

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Professional Summary

Gameplay Programmer with strong expertise in C++,Unreal Engine, C# and Unity, specializing in 3Cs (Character, Controls, Camera) and core gameplay systems. Proven experience in developing player mechanics, HUD, and ability systems across collaborative university projects and Game Jams. Skilled in source control (Git), debugging, and agile development. Passionate about delivering polished gameplay experiences through efficient coding, team collaboration, and continuous learning in real-time game development environments.

Academics

Bachelor of Science in Computer Games Design and Programming (First-Class)
University of Staffordshire, Stoke-On-Trent, United Kingdom
Graduated: June 2025
Key Modules: Gameplay Programming, Unreal Engine Development, Unity Engine Development, Advanced C++ Programming

High School Diploma in Computer Science (First-Class)
Delhi Private School, Sharjah, United Arab Emirates
Graduated: June 2022

Area of Expertise

- Gameplay Programming (3Cs: Character, Controls, Camera)
- Unreal Engine (C++ and Blueprints)
- Unity and C#
- Version Control using GitHub
- Project Management with Jira
- Microsoft Word, Excel, and PowerPoint

Volunteer Experience

Global Game Jam 2025
University of Staffordshire, Stoke-On-Trent
January 2025

- Collaborated with a small team to design and develop a complete game prototype in 48 hours, focusing on gameplay mechanics and UI implementation using Unreal Engine Blueprints.

Published games on itch.io showcasing practical skills in Unreal Engine, Unity, C++, and C# through solo and group projects.

Project Experience

FlowState – University Project, Stoke-On-Trent
December 2024 – February 2025

- Created a dynamic parkour system where the player can seamlessly switch their movement states - ranging from wall running, mantling, ledge climbing, and sliding.
- Worked using Unreal Engine's Motion Matching System to allow for seamless transitions between animation states and much more fluid animations.
- Created a hacking system which will help the player make choices in which path they would want to take to complete the level.

Dose of Decay – Junior Collaborative Project, Stoke-On-Trent
March 2024 – May 2024

- Developed a player ability system allowing players to choose and use abilities.
- Implemented the main HUD including Health Bars, Ammo Count, Weapon Type, and Cooldowns.
- Created a tutorial level system enabling designers to position prompts dynamically with a gradually changing HUD.

Bubba's Power Nap – Global Games Jam, Stoke-On-Trent
January 31 – February 1, 2024

- Built core gameplay systems: player movement, dynamic platforms, traps.
- Designed game UI including main menus, player HUD, and power meter.
- Managed source control via GitHub, ensuring smooth collaboration.

Certifications

- Graduated with a First Class in Computer Games Design and Programming BSc – June 2025
- Strong foundation in C++, Unreal Engine (C++ and Blueprints), gameplay systems, and collaborative development.

Planned Development:

- Intending to pursue certifications in Unreal Engine Gameplay Programming, Git Version Control, and Agile Project Management (Jira) to further enhance professional expertise.

References

- References will be available upon request.