

Karlo Sadural, Gameplay Programmer
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LINKS

[Portfolio](#), [LinkedIn](#)

PROFILE

Game programmer with a strong knowledge of Unreal Engine 5's visual scripting language, Blueprints, as well as a soft knowledge of C++ in Visual Studio. Additionally, a soft knowledge of HTML and CSS.

PROJECTS

Aug 2023 – Dec 2024

Project Astro

Student made game for class in Unreal Engine. Key features:

- Data-driven design powered by Unreal Engine's data tables
- Designed for keyboard and mouse controls
- Dynamic enemy AI

Nov 2023 - Feb 2024

Dyscharged

Scrapmetal Studios

Student-led game studio. Acted as Gameplay Programmer. Contributions:

- Primitive Foundation for Dialogue in C++
 - Item Interaction
 - Data-driven dialogue system; data comes from table
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EDUCATION

Aug 2022 – May 2026

Bachelor of Science in Game Design & Development, Purdue University

West Lafayette, IN

Graduate in 2026. Cum. GPA: 2.79

SOFTWARE SKILLS

HTML & CSS

Unreal Engine

C++

Visual Studio

Object-Oriented Programming

EMPLOYMENT HISTORY

Nov 2023 – Feb 2024

Senior Game Advisor, GameStop

West Lafayette, IN

- Customer service skills
 - Point-of-sale system
 - Efficiently handling customers
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LANGUAGES

English

Native speaker

French

Working knowledge