SRIJAN GIRI GAME PROGRAMMER | UNREAL ENGINE SPECIALIST

+91-8102485298 | LINKEDIN | GITHUB | G-MAIL | PORTFOLIO | CLIPS

Passionate about crafting deep combat systems using Gameplay Ability System (GAS), Behaviour Trees, and Motion Matching. Currently developing Souls-like action prototypes with 7+ member teams. Focused on performance-critical architecture (Nanite, Niagara) and clean C++ implementation. Actively contributing to open-source game systems and Unreal Engine community discussions

EDUCATION

Bachelor Of Science In Information Technology
Gossner College, Ranchi |2024 – 2027
Relevant Coursework: Data Structures (C++), AI Fundamentals, 3D Maths.
Unreal Engine Certifications
- C++ for Game Development (Udemy, 2024)
- GAS Implementation (Udemy, 2024)
- UE5 Multiplayer (Udemy, 2024)

SKILLS

- **UNREAL ENGINE**

  Combat: GAS, Behaviour Trees, Motion Matching,
  AI: EQS, NavModifiers, Perception System
  Optimization: Niagara, Nanite, Multi-Threading, etc.
- **C++20**
  Gameplay Architecture
  Memory Management
  OOPs
- **VERSION CONTROL**
  Perforce
  Git
  Azure DevOps
- **GAEA**
  Procedural Terrain
  Mask Material Blending

LANGUAGES

English – Professional Proficiency
Hindi – Native

PROFESSIONAL EXPERIENCE

Unreal Engine Game Developer & Designer
Cyberstrike Project | 01/2024 – Present
- Architected Souls-like combat in UE5 C++: Parry/block system (Gameplay Ability System), enemy AI (Behaviour Trees), Adv. Animation Programming (SM and Motion Matching)
- Modular parkour system: Implemented C++ parkour system with surface detection (NavModifiers) improving traversal speed by 35% in playtests.
- UI Implementation: Inventory System(UMG), Player Skill Tree,
- Pre-Production Leadership: Authored 30+ page GDD covering core loops, combat mechanics, and progression systems, Created pitch deck for investor outreach, Designed prototype milestones and risk assessment docs etc.

Lead Programmer C++/Blueprints
VirtualeX – Astra Nova | 11/2023 – 04/2024

- Designed 3D melee combat in C++ (hitbox system, I-frame logic, combo chaining), Implemented Motion Matching, Stride Warping, Control Rig-based leaning, distance-matched pivots for combat locomotion.
- Combat & Systems Optimization for Block chain: Engineered gas-efficient sword combat (C++).Developed modular enemy AI (Behaviour Trees).
- Implemented interaction triggers (quest checkpoints, camera events) using UE5's Event Dispatchers for minimal block chain writes.

PERSONAL PROJECTS

Neon Edge (Hack-and-Slash)
Unreal Engine 5 | C++ | 02/2025 – Present
- Built DMC-inspired combat: aerial combos, rage mode, ranged attack, light –heavy attacks.
- Modular Code Base: Different types of AI made from same base class, modular code-base.
- Source Code available publicly on: Github.

Sneaky Shooter (Stealth-Shooter Game)
Unreal Engine 5 | C++ / Blueprints| 08/2023 – 09/2023
- Designed AI detection system (Perception System) with sound, sight, damage detection. Other advance AI mechanics like investigate and predict player's activity.
- Shooting Mechanics with Recoil and limited ammo, etc.
- Published on itch.io.