

 Website: [final-peregrine](https://final-peregrine.com) Gmail: [gouravsapaliga125](mailto:gouravsapaliga125@gmail.com) LinkedIn: [/gourav-sapaliga](https://www.linkedin.com/in/gourav-sapaliga) Github: [@shadowofdominance](https://github.com/shadowofdominance) Phone: +91 9686421932 Green Republic, Wagholi, Pune, Maharashtra.

PROFILE SUMMARY

Versatile junior developer with a strong foundation in C++, C#, and experience in Unity and Unreal Engine. My background in cybersecurity provides a well-rounded technical base as I transition fully into game development. Currently focused on building environments, mastering engine workflows, and expanding my creative pipeline through supporting tools like Blender and cinematic editing.

PROJECTS

SwiftEdit:

- SwiftEdit is a lightweight, minimalistic text editor collaboratively developed to provide core functions like editing, saving, opening files, and basic formatting. Designed with students, programmers, and writers in mind, it offers a fast, efficient, and distraction-free environment – all without the steep learning curve of traditional software.
- Tech Stack:** C#, .NET, WinForms.
- GitHub Repo Link:** [SwiftEdit](#)

Isometric Tactics Prototype – Grid, Pathfinding & AI:

- A Unity-built prototype featuring grid-based movement, custom editor tools for obstacle placement, BFS pathfinding, and responsive enemy AI. Developed from scratch to simulate turn-based tactical gameplay. Used Unity 2022.03.20f as it was the LTS version.
- Tech Stack:** Unity3D, C#.
- GitHub Repo Link:** [Isometric Tactics Prototype – Grid, Pathfinding & AI.](#)

Ruins Beneath the Stone:

- A one-minute cinematic render set in an ancient cave environment, fully crafted in Unreal Engine 5. Focuses on high-fidelity lighting, foliage detailing, and real-time rendering workflows. Post-processed in DaVinci Resolve with ambient sound design and final grading for maximum atmospheric impact.
- Tools Used:** Unreal Engine 5 (Lumen, Nanite, Foliage Tool), DaVinci Resolve 20, Radeon 7600S, Quixel Megascans.
- Youtube Link:** [Ruins Beneath the Stone.](#)

SKILLS

- Programming Languages:** C#, C++, C
- Game Development and 3D Tools(Learning):** Unreal Engine 5, Unity
- Creative & Editing Tools:** DaVinci Resolve, GIMP, OBS Studio
- Additional Tools:** Git/GitHub, Linux
- Soft Skills:** Teamwork, Leadership, Communication, Time-Management

EDUCATION

Bachelors of Computer Applications

KLS Gogte College of Commerce, Belgaum | 2022-2025

- CGPA:** 7.01
- Certifications:** [Python Essentials 1 by Cisco](#), [Hardware Basics by Cisco](#).
- Achievements:**
 - **Winner:** 2x Inter-college technical events.
 - **Runner-up:** 3x Tech-Competitions (in-house and external).

Pre - University

Rani Parvati Devi College, Belgaum | 2020-2022

- Percentage:** 85%
- Achievements:** 3rd Best Article Award, 8th Rank in Commerce Major.

Secondary School Certificate - Percentage: 67%

St. Mary's High School, Belgaum | 2007 - 2020