




SUSHRUT SINGATKAR

GAME DEVELOPER

CONTACT ME

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SOFTWARE

UNITY

Gameplay Development

Multiplayer Development

Tools Development

Native C++

Unreal Engine

Jira

Photoshop

PROFESSIONAL SKILLS

- Handle end to end delivery of the project
- Create prototypes of gameplay ideas and features
- Create Unit tests and validation procedures to assure quality
- Develop schedules and determine milestones

ABOUT ME

Talented Programmer with ability to quickly pick up and use new languages, tools and software applications. Dedicated team member with passion for video games and games industry. Patient and creative problem-solver who is known for organizational skills, commitment to excellence and track record to delivering work ahead to schedule



EXPERIENCE

Reliance Games
Pune
June 2024 -
Current

Game Programmer

- Project: WWE Mayhem
- Massively popular mobile fighting game
 - Built using **Unity** and **UFE engine**
 - Responsible for **liveops**, integration of **Photon** Multiplayer and well development of new features

Lab42 Games
Leamington Spa
UK
Sept 2021 -
June 2023

Game Programmer

- Project: Forza Motorsport
- Massively popular AAA racing game
 - Built on native **C++ engine**
 - Platforms: **Steam, Epic Games, Windows Store, Xbox X/S**
 - Responsible for **benchmark mode**
- Project: Human Fall Flat
- Physics based multiplayer game
 - Built on unity with custom **visual scripting** language
 - Platforms: **Steam, Windows Store, Xbox X/S/One**
 - Responsible for **implementation of new Levels**
- Project: Lamb Chops
- Physics based multiplayer sandbox game
 - Built using Unity and **Photon multiplayer platform**
 - Platforms: **PC, Xbox One, PS4**
 - Responsible for implementation of **multiplayer and physics**

Arcanheim
Interactive
Pune
Dec 2017 -
June 2020

Sr Game Developer

- Project: Project R
- 2.5D Story based platformer on Indian mythology
 - Built using Unity. Platform **PC**
 - Responsible for **core gameplay loop**, enemy AI,
 - Integration of **Spine2D skeletal animation**, and quest / map system
- Project: Mystery Island
- Co-Developed for an arcade machine
 - Built using Unity and custom **Python arcade machine** integration tools
 - Platform: **Arcade machine**
 - Responsible for **core gameplay**
- Project: Tale of Prisso
- Physics based puzzle game based on Lasers and refraction
 - Built using Unity
 - Platforms: **Andriod, IOS**
 - Responsible for **core gameplay loop and Cloud support**
- Other Work
- **Solo developed and published** the game (Tower Tumble) on playstore built using Unity
 - Developed **Unreal Engine** game for pirate game jam 14 called Lumins Light available on Itch.io
 - Developed multiple **Interactive Alexa Skills** with 500+ MAU (Monthly Active Users)



EDUCATION

2020 - 2021

MSc Computer Game Development
Newcastle University, UK
Earned first class with distinction

2013 - 2016

Engineering in Computer Technology
Savitribai Phule Pune University, Pune, India
Earned first class with distinction