

SAAHIL AHMED

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TECHNICAL SKILLS

Languages: C#, C/C++, SQL, Java, Python, JavaScript, HTML/CSS, Three.js, WebGL

Patterns: Finite State Machines, Behaviour trees, Singletons, Observer, Prototype, Command

Engines: Unity, Unreal Engine

Developer Tools: Git, VS Code, Visual Studio, Blender, Photoshop

EDUCATION

Vellore Institute of Technology, Bhopal

September 2022 - September 2026

- BTech in Computer Science and Engineering (Gaming Technology)
- CGPA: **8.95** (Till 6th Semester/Current)
- Core member of the gaming club, organising and managing 5+ educational/gaming events

WORK EXPERIENCE

GameInk | *Game Development Intern*

January 2025 – Current

- **Engineered and fully integrated 3 diverse enemy attacks and behaviors**, ensuring engaging and dynamic combat encounters.
- Created and refined **5 animations, Niagara VFX-based solutions, and shaders** to enhance enemy attack effects and overall visual fidelity.
- Collaborated closely with a **team of 6** consisting of **artists, designers, and programmers** to refine gameplay mechanics and **achieve the intended player experience**.

HIGHLIGHTED PROJECTS

[Blaze in the Blizzard](#) | *UE5, Blueprints, Team project*

May 2024

- Developed for the "Dev's Arena" game jam by **IGDC** within **3 days** using **Blueprints** in UE 5.
- Executed diverse **enemy behaviours** with **Behaviour Trees**.
- Rapidly prototyped **player controls and tile destruction** using **Blueprints**.
- Leveraged **UE 5's advanced graphics** and **Blender** for **modeling enemies and the player slime**.

[Space Rangers](#) | *UE5, Blueprints, Solo Project*

December 2024 – January 2025

- Developed an **Arcade shooter** game using **Blueprints** in **UE 5**.
- Utilized **Behaviour Trees** for AI Behaviour and shooting.
- Implemented **3 Attacks** and **Orthographic enemies** such as a **Bomber, Shooter** etc.
- Finalized the **3 C's** (character, controller and camera) through **rapid iterations** using blueprints.

[CPP FPS](#) | *UE5, C++, Solo Project*

November 2024

- Developed a fully **modular first-person shooter** game entirely in **C++**, focusing on **efficient system architecture** in 7 days.
- Designed and integrated a **data-driven spawning system** by fetching **JSON** data online, deserializing it, and dynamically spawning objects based on 7 parsed attributes.
- Managed the **score system within GameMode**, dynamically attaching **UIWidgets** to the active pawn and ensuring automatic score updates upon box destruction.
- Implemented a **component-based architecture**, ensuring **reusability and flexibility** across various game elements.

EXTRACURRICULARS

Gaming Club | *Co - Lead of the education team*

August 2022 – Current

- Organized and managed **5+** gaming related educational Events.
 - * "Unreal Creations" **Unreal Engine Workshop** with Akash R.
 - * "Level Up" **Unity Workshop** with Aman Verma.
- Connected with **50+** fellow Game Development/Gaming enthusiasts and cultivated a **community** for **Game Developers** in the college.
- Held and evaluated 2 Game Jams under the club.