

VISHNU M

Game Developer

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SUMMARY

Gameplay Programmer specializing in Unreal Engine (Blueprints & C++), with expertise in systemic gameplay, AI, and basic multiplayer replication. Strong foundation in 3D art (modeling & texturing) enables seamless collaboration across disciplines. Skilled at building robust, optimized gameplay systems for open-world and multiplayer experiences.

EXPERIENCE

Raiden Studios , Coimbatore — Game Developer

APRIL 2025 - PRESENT

- Developed gameplay features in Unreal Engine (Blueprints), including character mechanics, UI, and interactive systems.
- Collaborated with designers and artists to implement gameplay loops and player progression systems.
- Worked on bug fixing, optimization, and engine debugging to improve performance across platforms.
- Assisted in creating assets to speed up content creation for artists.

SKILLS

- **Game Engines :** Unreal Engine , Unity
- **3D Art :** 3Ds Max, Photoshop, Substance Painter
- **Programming Languages :** C++, C#, Python

PROJECTS

Survival Sandbox Prototype (Unreal Engine 5) - Ongoing

- Building systemic gameplay mechanics (player stats, AI navigation/combat, dynamic events).
- Optimizing performance and gameplay loops for a polished prototype.

3D Art (3ds Max, Substance Painter, Photoshop)

- Created game-ready props and a small environment using PBR workflow.
- Focused on UV unwrapping, texturing, and optimization for real-time engines

EDUCATION

Karpagam Academy Of Higher Education, Coimbatore

Bachelor Of Science - Computer Science

AUGUST 2022 - APRIL 2025