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PROFILE

Senior Game Engineer with over 8 years of experience in the gaming industry, specializing in Unity, Unreal Engine, and Godot. Proven track record of delivering high-quality games and driving successful projects from concept to completion. Skilled in gameplay mechanics, performance optimization, and cross-platform development. Adept at collaborating with multidisciplinary teams and mentoring junior developers. Possesses a strong passion for pushing the boundaries of interactive entertainment and staying abreast of emerging technologies. Committed to delivering exceptional gaming experiences and contributing to the success of innovative game development studios.

EXPERIENCE

Senior Game Engineer

Apr 2022 - May 2023

Gameloft | San Francisco, United States

- Lead the development of multiple game projects using Unity, Unreal Engine, and Godot. United States showcasing expertise in cross-platform development.
- Implemented, and maintained significant portions of core game systems and tools of game named Heroes of The Dark across multiple platforms.
- Assisted with build debugging and deployment across all platforms. Integrated assets, providing detailed (and proactive) feedback, and taking a hands-on approach to testing, balance, and gameplay. Worked closely and cooperatively with the team and the Chief Technical Officer to build great Software. Optimized game performance through efficient coding practices, improving frame rates and overall player experience. Collaborated with the Creative Manager and Lead Designer to iterate and evolve project features, gameplay, and balance on a consistent basis. Mentored junior developers, providing guidance and fostering a collaborative work environment.

Game Engineer

Sep 2020 - Mar 2022

Bethesda Game Studios | Austin, United States

- Collaborated closely with artists and designers to integrate assets and achieve visually stunning game worlds.
- Developed gameplay mechanics and implemented features of the game named The Elder Scrolls: Blades.
- Conducted performance optimizations to enhance game performance on various platforms. Analyzed existing project and propose efficient solutions.
- Fixed several bugs with services and upload to app store. Developed the client side components for high scalable multiplayer games. Actively participated in team meetings, providing insights and suggestions to improve game development processes.

Unity Game Developer

Apr 2019 - Aug 2020

Poppy Works | Sydney, Australia

- Implemented clean, readable and reusable code that is well documented.
- United States Developed and released successful games for multiple platforms, including PC, mobile, and consoles, utilizing Unity.
- Designed and implemented complex game systems, including AI, physics, and multiplayer functionality.
- Collaborated with artists and animators to integrate assets and ensure cohesive visual styles. Conducted regular code reviews and provided constructive feedback to improve code quality and maintainability.
- Assisted in defining project requirements, scoping and planning to ensure on-time delivery. Conducted performance optimization to achieve smooth and responsive gameplay experiences.

Mobile Game Developer

May 2017 - Mar 2019

Upwork.com | Hong Kong

- Mobile Game Developer, Kowloon,
- Hong Kong Analyzed existing code and proposed efficient solutions.
- Cooperated with designers, programmers and testers to bring suggestions from an idea to released future.
- Developed automation test framework and modules in Perl to test and validate the Bluetooth controller functionality.
- Built Android apps with back-end API integration to improve the customer experience and cut down on development time. Developed the client side components for highly scalable multiplayer games

EDUCATION

Bachelors Degree, Computer Science

 2019

City University of Hong Kong | Hong Kong

- Bachelors Degree from Kowloon, Hong Kong
- freelance mobile game developer

SKILLS

Unreal

C#

Blockchain

Game Developer

Unity

LANGUAGES

English

Fluent

Malayalam

Fluent