



SANJAY SATISH KRISHNA

G A M E P R O G R A M M E R

CONTACT

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Currently in Bengaluru, and open for relocation as per job requirements

[My Portfolio Website](#)

[LinkedIn](#)

EXPERTISE SKILLS

- Unreal Engine 5(Blueprints and C++)
- Unity3D (C#)
- Git
- Gameplay Ability System
- Photon Unity Networking (PUN)
- Adobe Photoshop, and Premiere Pro
- MySQL

LANGUAGE

English

Tamil

Hindi

INTEREST

Making Games

Playing Games

Playing Guitar

Learning new technology

PROFESSIONAL PROFILE

I am a tech enthusiast, passionate about gaming and its technology. I write modular and optimized programs for games. I know and use softwares like Unreal Engine 5 and Unity 3D to make games. I also have knowledge in Git, Python and make applications using them, one of them being the Game Launcher I developed.

EDUCATION

Game Programming Mentorship Course

Gamer2Maker (2022-2023)

- Currently pursuing the course

Advanced Diploma in Game Development

Backstage Pass Institute of Gaming and Technology (2022-2023)

- Currently pursuing the course

B.E. Mechatronics

Rajalakshmi Engineering College, Chennai (2018-2022)

- CGPA: 7.75 / 10

MY EXPERIENCE

Game Programmer (Sept 2022 - July 2023)

Gamer2Maker

Trainee

- Project - Supercharged

MY PROJECTS

Supercharged - Unreal Engine 5 (Sept 2022 - July 2023)

Group Project (Part of course)

Gameplay Programmer - Trainee

- Created Enemy AI.
- Created a system for widgets on interactable objects using interface.
- Created a wall and platform spawning system that dynamically changes its orientation with the player.
- Created and implemented puzzles (object lifting, placing object of a specific weight to open a drawer, connecting and interconnecting wires, laser puzzle).

Project SpaceFPS - Unity3D (Apr 2023 - Current)

Gameplay Programmer

- Created a basic create room, join room, list room, and lobby system with player spawn using Photon.
- Created shooting and procedural aim and recoil system.
- Created Space movement controller for the player to move in any axis.

Final War - Unreal Engine 5 (Dec 2022 - Current)

Gameplay Programmer, Game Designer

- Created a multiplayer plugin using C++ , usable for any game.
- Created player movement mechanics.
- Created and implemented animation blueprints along with blendspaces based on input and player state.
- Created grapple hook, thermal vision, location ping system, health damage and regeneration system.

Soccer Party- Unreal Engine 5 (Feb 2023 - Mar 2023)

Gameplay Programmer

- Created Enemy AI logic, and cheering audience.
- Created ball passing and shooting mechanic.
- Created a manager that manages overall ball and player spawning , score, and timer.

The Forbidden Mirror - Unity3D (Nov 2022 - Dec 2022)

Gameplay Programmer, Game Designer

- Created basic shooting mechanic with raycast.
- Created UI system.