

Niranjan. K

Senior Unreal Engine Developer

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Professional Summary:

I'm a passionate Unreal Engine Developer from Bangalore, India, with 6 years of programming experience, including 5 focused on Unreal Engine C++ development. My journey spans diverse projects like a Battle Royale game, a Multiplayer Metaverse, a mystery puzzle-solving game, and even leading the development of an animated series in Unreal Engine. Beyond work, I love creating game clones in my free time, reflecting my dedication to continuous learning and creative exploration.

Key Skills:

Unreal Engine 5	C++ Programming	Blueprint Scripting	3D Math and Physics	UI Development in UMG
Multiplayer Networking	Collaboration Tools (Perforce/SVN/Git LFS)	Solid OOPS foundation	Performance Optimization	Leadership Experience

Professional Experience:

Global Logic | (2024-Present)

Senior Unreal Engine Developer

HGNE Metaverse Project

- Developed Cross-platform Character compatible with PC and VR .
- Implemented functionalities like Runtime Loading of CAD and Point Cloud data,Login systems,Application wide Equipment Search, utilizing the Backend APIs.
- Collaborated with colleagues and junior developers, providing support and guidance to help resolve technical challenges and complete tasks effectively.

Conducted an **organization-wide Unreal Engine training** in partnership with the Tech Lead, guiding participants to create a mini platformer game and enhancing team expertise in game development. [\[Link\]](#)

Masala Games | (2021 – 2024)

Unreal Engine Programmer

Underworld Gang Wars | Battle Royale Game [\[Link\]](#)

- Designed and integrated comprehensive UI functionality for the game, covering aspects like Battle Pass, Leaderboards, Login Screens, and First-time User Experience.
- Collaborated with multiple teams to implement multiplayer gameplay mechanics, including parachute deployment and gun handling.

Detective Dotson | Game & Animated Series[\[Link\]](#)

- Prototyped all the mechanics for the Multi Platform puzzle game Detective Dotson.
- Spearheaded “Detective Dotson” Animated series in Unreal Engine, establishing the workflow and collaborating closely with artists and animators to ensure seamless project completion from conception to delivery.
- Developed tools for large-scale level creation, including a Spline Mesh Road Creator and a Procedural Building Generator, significantly enhancing productivity and design flexibility.

Beta-Cae (2018 – 2020)

Application Engineer

- Developed an Airflow Visualization Application in Unreal Engine, leveraging data from proprietary Mechanical CFD software.
- Created multiple tools for Mechanical Analysis Software using C++ and Python to enhance functionality and efficiency.
- Led a team of four, ensuring timely delivery of project milestones and maintaining high performance standards.

Personal Projects:

Super Mario Bros:[\[Link\]](#)

- Recreated the original Super Mario Bros in 3D in Unreal engine C++, implementing all the features from the original game.

League of Legends / DOTA Clone: [\[Link\]](#)

- Prototyped and replicated key mechanics from League of Legends, including hero abilities, enemy behavior, and minion spawning with routing patterns.

Education :

Bachelor of Engineering (2014-2018)

[KSIT], [Bangalore]

Game Design and Development BootCamp (2021)