



Suraj Bakawat

Game Programmer

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Languages

C C++

C# Python

Engines and Tools

Unreal Engine

Unity

SFML & OpenGL

Technical Skills

Object Oriented Programming

Algorithm and Data Structures

Multiplayer Networking

Machine Learning

AI Programming

Cross-Platform Development

Gameplay Systems

Debugging and Profiling Tools

Version Control Systems

SDK Integrations

UI/UX Development

Animation Programming

Blueprint scripting in UE

Optimization Techniques

Physics and Mathematics

Experience

Reliance Games

2022 - Present

Game Programmer

As the programmer for WWE Mayhem , I managed all aspects of programming, from innovative feature implementation such as ML based opponent AI to bug resolution, ensuring a seamless and captivating gaming experience.

Utilized various optimization techniques which significantly reduced crashes and ANRs, further enhancing the overall stability and performance of the game.

Indie Game Development

2018 - 2022

Released games developed in Unreal Engine and Unity for PC and Mobile platforms. Developed a wide variety of games, from online multiplayer first person shooter to 2D story based adventure games.

More information of these games can be found on my portfolio website.

Education

Indian Institute of Technology Patna

2018 - 2022

Computer Science and Engineering

B. Tech

Projects

GunBoxing

Developed in Unreal Engine 4, Released on Steam for PC

Online and local multiplayer first person shooter with heavy focus on fighting game mechanics like melee combos/air juggles, parries, ducking and sidestepping attacks to punish, meter for super attacks, etc.

Almanac

Developed in Unity, Released on Google Play

A 2D fantasy story based roleplaying game. Developed for Innovation Lab Project in 2nd Year of College.

SpaceBoom

Developed in Unreal Engine. Released on Google Play

Fast-paced 2D space shooter in Unreal Engine, featuring classic gameplay with unique abilities such as bullet multiplication and teleportation

ML Platformer

Developed in Unity

In ML Platformer, players can create personalized obstacle courses, use machine learning to train agents on these levels, and compete against the trained agents.