Rakshit N Prabhu

Gameplay programmer

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💼 PROFESSIONAL EXPERIENCE

Gameplay programmer   Aug 2025 – Present | Remote
Freelance
- Completed freelance contracts involving small bug fixes, minor feature implementations, and general game modding support.
- Developed multiple custom C++ mods for Unreal Engine games, including AI spawners, character changers, and other gameplay features.
- Created C# mods for Unity games and published them on Nexus Mods, reaching over 6,000 total downloads.

Gameplay programmer   Sep 2024 – Jan 2025 | Luleå, Sweden
Blamorama games ⧉
- Built a fully customizable avatar creator in Unity (C#) with 600+ interchangeable assets and real-time sprite swapping.
- Designed and coded a local multi-account system with persistent JSON saves, enabling seamless profile switching and data management.
- Engineered a modular, tabbed UI system with dynamic page communication using Unity Events and Actions, improving interface responsiveness and usability.

Junior Unity Developer   Feb 2023 – Jul 2023 | Remote, India
Canopus games
- Created a drag-and-drop UI in Unity C# for a kids' coding education game, improving user onboarding and engagement.
- Built a VR airplane endless-runner in Unity C# featuring smooth, intuitive flight controls and performance-optimized environments.

Unity Developer Intern   Oct 2022 – Feb 2023 | Remote, India
Ravikiran Infotech
- Developed a multiplayer VR bicycle racing game in Unity C# using Photon Fusion and Google Cardboard.
- Built a WebGL and Cardboard VR car racing game with Photon PUN, handling networking and VR optimizations.
- Prototyped a third-person multiplayer shooter using Unity C# and Photon PUN, including player controllers and basic netcode.

🧠 SKILLS

- C++
- Unreal engine
- C#
- Unity
- Cheat Engine
- Git
- Godot

📁 PROJECTS

Gameplay Mods ⧉
- Developed gameplay mods for RDR1, RDR2, GTA V, and Max Payne 3 using ScriptHook.
- Developed commissioned mods for Unreal engine games [Days gone, biomutant, Outer worlds 1/2, Borderlands]
- Created C# mods for Unity games (*The Precinct*, *Deliver At All Costs*, and *Valheim*) by reverse engineering IL2CPP binaries with IDA.
- Built a gameplay mod for a personal UE5 project using UE4SS and C++.
- Developed a custom trainer for *Plants vs. Zombies* using x86 assembly and Cheat Engine.

Electro dragon - Clash of Clans ⧉
- Created a 3D gameplay prototype in Unreal Engine with custom Barbarian, Cannon, and Electro Dragon characters.
- Implemented health systems, attack animations, VFX, and chained lightning mechanics using C++.

The Ultra Bot - Unreal engine ⧉
- Built a modular 3C controller in Unreal Blueprints with object spawning, teleportation, super-speed/jump, and character resizing.
- Created an in-game QA menu in UMG for ability testing, added AMD FSR 3 upscaling (30% FPS gain), and built a clear developer UI.

You cannot reach the end - Unity ⧉
- Developed a physics-based player controller in Unity C#.
- Boosted performance by 50% via pooling, culling, efficient shaders, and static batching.
- Created AI enemies, five progressive levels, and implemented smooth animations with DoTween.

🎓 EDUCATION

M.A in Game Design   2023 – 2025 | Visby, Sweden
Uppsala University
Relevant courses: Game Design Studio, Game Prototyping & Testing, and LIA Internship at Blamorama games

B.E in Information Technology   2018 – 2022 | Goa, India
Goa College of Engineering
Relevant courses: C++, OOPS, DSA, x86, 3D Math, Vectors, Trigonometry, OS and Memory management.