

TEJAS RAJESH SAYANKAR

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SUMMARY

Accomplished Game Developer with over 4 years of experience in creating immersive game features and systems. Proficient in Unreal and Unity Engine, with extensive expertise in C++ and C# for gameplay programming and real-time 3D application development. Known for delivering high-quality projects across multiple platforms and collaborating effectively within multidisciplinary teams. Passionate about pushing the boundaries of interactive entertainment and continually enhancing game development processes with the latest industry trends and technologies.

EDUCATION

Diploma in Computer Technology K. K. Wagh Polytechnic, Nashik, India.	June 2016
Bachelors of Engineering in Computer Engineering MET Institute of Engineering, Nashik, India.	June 2019
Advanced Diploma in Game Development Backstage Pass Institute of Gaming and Technology, India.	Nov 2021

TECHNICAL SKILLS

Programming Skills: C++, C#, SFML, Flutter, Dart, JavaScript

Game Engines and other tools: Unreal Engine, Unity, Perforce, SourceTree, Git, Autodesk Maya, Blender

WORK EXPERIENCE

Junior Programmer Sumo Video Games	Sep 2022 - Present
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1. Unannounced Project (Unreal Engine 5):

- FTUE:** Designed and implemented **First-Time User Experience** to guide new players through core gameplay mechanics.
- UI:** Implemented multiple screens and gameplay specific UI widgets and fixed some UI navigation bugs.
- VFX/SFX:** Enhanced immersion by integrating VFX/SFX for gameplay actions, enemy flinching reactions and camera shake effects.
- Bug fixing:** Optimized performance by fixing critical gameplay, audio and UI bugs. Also fixed some game crash related bugs.

2. Deathsprint 66 (Unreal Engine 5):

- Common UI:** Designed and implemented UI functionalities, ensuring a seamless user experience.
- Enhanced Input:** Diagnosed and resolved input-related issues, improving responsiveness and reliability.

3. Mars Horizon 2 (Unity):

- Turn System:** Seamlessly managed gameplay phases and player actions.
- Advanced Input and UI:** Enhanced user experience with advanced input functionality, UITK and UGUI.
- Utility AI:** Created a sophisticated AI for dynamic decision-making and strategic depth.
- Condition System:** Worked on a robust Condition System which is integrated into the Narrative System, dynamically influencing overall gameplay mechanics and player experience.
- Complex Systems:** Developed Health, Damage, and Status Effect systems to add more gameplay complexity.
- Movement and VFX:** Implemented Movement Drive System, VFX, Hex Grid Calculations, etc.

4. Sumo India Internal Project (Unreal Engine 5):

- Custom Water System:** Implemented buoyancy, water material, fluid simulation for good aquatic experience.
- Gameplay Systems:** Developed diverse mechanics including diving, floating, physics-based movement, etc.
- Dynamic AI:** Created responsive AI using Behaviour Trees and AI perception.
- High-Fidelity Audio:** Developed audio systems using MetaSounds, delivering immersive and dynamic soundscapes.
- User-Friendly UI:** Developed smooth, intuitive interactions using Common UI.

5. Fall Guys (Unity):

- Rewired and UI Fixes:** Resolved input and UI bugs to enhance functionality.
- Networking bugs:** Improved user experience by fixing networking bugs.
- Optimized **Platform-specific functionality**.

1. Playmat (Flutter, Node.js):

- Worked on a **cross-platform game application**.
- Integrated **Firestore** for data uploads and integrated **Flame engine** to add minigames.
- Implemented **UI**. Contributed to backend for better scalability.

Game Programmer | QYJO

Dec 2020 – Sep 2021

1. Gamedev Beatdown (Unity):

- Added **Controller Support**, **Twitch connectivity**, and **In-app purchasing**, and engaging **minigames**.
- Developed additional features and fixed bugs for smooth player experience.

2. Unreleased 2D strategy game (Unity):

- Inventory and Deck System**: Designed **Inventory System** and developed customizable **Card Deck** and **Hex Grid**.
- Terrain based Damage System**: Implemented terrain-based attack effects to add tactical complexity.
- Data Editor**: Developed JSON-based Data Editor for dynamic object generation, enhancing content creation and game flexibility.

PERSONAL PROJECTS

1. Adventure RPG (WIP)

- Combat System using GAS**: Implemented mechanics such as **Light Attack**, **Heavy Attack**, **Dodge**, **Block** and **Combo system**.
- Target System**: Designed **Camera focus** and **Orbital movement** when targeting enemy and **Target switching**.
- AI**: Implemented **Enemy AI using State Tree and AI Perception** that performs Combat Actions like follow and attack player, block attacks and perform parry attacks. Also, Implemented **Companion AI** that follows player and attack enemies when detected.
- Gameplay Effects**: Implemented **Damage and Ability Costs** using Gameplay Effect and Gameplay Attributes.
- Equipment System**: Implemented Equipment System to add Abilities, Gameplay Effects and Input Actions that are specific to Equipment on character when it is equipped.
- Deflect**: Implemented Deflect mechanic for both Player and AI.

2. Respawn | Runner Up in Sumo India Game Jam 2023 (UE5, C++, Blueprint):

- Objective System**: Implemented player objective progression as a solo developer in Game Jam.
- Enemy AI**: Developed advanced AI with Behaviour Trees and AI Perception for dynamic opponent behaviours.
- Gameplay Mechanics**: Implemented input using Enhanced input system, audio, and exciting mechanics to optimize player interaction and immersion.

3. Shooter Game (UE4, C++)

- Player Character**: Created Movement, Weapon System, Inventory System, Pickup System, Health and Damage system, and Camera Switching mechanics (FPS and TPS).
- AI**: Engineered AI with complex behaviours like pursuit, attacking, and strategic repositioning using custom C++ Behaviour Trees and AI Perception.

ACHIEVEMENTS

- Runner Up in Sumo India Game Jam 2023

LANGUAGES

- English** – Full Professional Proficiency
- Marathi** – Native Proficiency
- Hindi** – Full Professional Proficiency

INTERESTS

- Gameplay Programming
- AI Programming