

# Aditya Kumar Meena

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📁 <https://adityakm12.github.io/mport.github.io/>

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## SUMMARY

Experienced Gameplay Programmer with 2 years of experience in the video games industry. Proven knowledge of developing and implementing game mechanics and features. Skilled in Unreal Engine 4, Unreal Engine 5, game optimization, porting, and bug fixes. Seeking a position as a Gameplay Programmer to utilize my knowledge and expertise in game development.

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## EXPERIENCE

### Gameplay Programmer Godspeed Games

December 2021 - Present, Pune, Maharashtra

- Managed Two AA titles as a gameplay programmer and a couple of ongoing projects.
- Optimized game performance, Fixed bugs, and added new features as per the requirements.
- Ported both games for all consoles.

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## PROJECTS

### Charon's Staircase

Godspeed Games • February 2022 - May 2023

- Managed the whole project for Porting with credit at the end.
- Optimized the game for consoles like PS4, PS5, Nintendo switch etc.
- Updated the project to use the latest features of PS5 and PS4 consoles.
- Fixed bugs, and improved performance which reduced almost 80% of loading time.

### Seven Doors

Godspeed Games • April 2022 - August 2022

- Managed the project for optimization and Porting with credit at the end.
- Optimized the game for Low-end devices like Nintendo Switch.
- Fixed bugs, performance, and loading time of the game.

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## EDUCATION

### Bachelor of Technology in Computer Science Engineering

Minor in Computer Science Engineering • Guru Tegh Bahadur Institute of Technology • New Delhi, India • 2021

### XII

Mount Olivet Senior Secondary School • New Delhi, India • 2017

### X

Mount Olivet Senior Secondary School • New Delhi, India • 2014

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## SKILLS

Unreal Engine 4, Unreal Engine 5, Visual Scripting, C++, Optimization, OOPS, Version Control.