

PROFILE INFO

A tech enthusiast passionate about playing and making games. Write optimized and modular code for games. Use software like Unity and Unreal Engine 5 to create them.

SKILLS

Unity(C#)

Github

Unreal Engine 4

Unreal Engine 5(Blueprints and C++)

CONTACTS

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Portfolio :

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RUDRANEIL SARKAR

Game Programmer

EDUCATION

Bachelor in Game Design and Development

Artemisia College of Art and Design

Expected graduation - June 2026

Completed Udemy courses on Unreal 5 C++

Game Development Course

Certificate for Completion : [Link](#)

EXPERIENCE

PROJECTS

Fragments of Yesterday(Unity)

Fragments of Yesterday is a Psychological horror , puzzle - platformer game.

- Dialogue System , Tutorial System, and several in-game cutscenes.
- Inventory system with 3 tabs which categorizes all the items into those 3 sections.
- Several Minigames in the main game like Padlocks, Maze , Hangman(to be made).
- Local save system(if the player returns to the main menu, they can press continue and return to the starting of the level they were before going back to main menu).

Link : <https://rudraneil.itch.io/fragments-of-yesterday>

Booze & Brains(Unity)

Boozeand Brains is a hypercasual Topdown game.

- Semirealistic car mechanics like acceleration, drifting , etc which simulate realistic physics of a car.
- Majority of the obstacles in game are breakable and reward points on being broken(Scoring system) - Alpathfinding for zombies(waypoints system) -Playerneeds to reach a certain speed before breaking obstacles(Mechanic)

Link forthe game : <https://rudraneil.itch.io/booze-and-brains>

Luna(Unity)

Luna is casual obstacle course game.

- Implemented an Inventory System in which the items in Inventory can be clicked and used.
- 3 consumables which increase speed, jump height and allow player to dash.
- Main Menu with options which allows player to control audio of the game.

Link for the game :<https://rudraneil.itch.io/luna>

Toon Tanks(Unreal Engine 5 C++ and Blueprint)

Toon Tanks is a Third Person vehicle shooter.

- Used Inheritance for making classes for shooting mechanics for both player and enemies.
- Made Custom Game states and used blueprints with c++ to handle win and lose state.
- Made the game polished and improved feedback by making custom vfx, camera shake, sound effects for a more impactful feel.

Link for the game : <https://rudraneil.itch.io/toon-tanks>

Achylys(Unreal Engine C++ and Blueprint)

Achylys is a RPG stealth action game.

- Made player mechanics for jumping in enemy and object shadows.
- Made a dynamic save system and a temporary placeable checkpoint.
- Made a enemy dismemberment system in which the enemies arms and legs can be cut resulting in different behaviours..
- Made player locomotion and advanced movement with motion matching for animations.
- Optimized 3d models , Lighting, gameplay by using LODs , Lightmass , Draw distance, and adding customizability for user settings for better performance.

Link for the game : <https://rudraneil.itch.io/achylys>

Don't tell Mom(Unity 6)

Don't tell mom is a Retro First person shooter.

- Made a weapon system which allows switching between weapons , firerate , reload time, range ,damage , etc.
- Made enemy AIs which have weakpoints and behave differently according to the type of enemy(melee, ranged , etc)
- Made game modes in which the player has events which can alter the course of gameplay like infinite ammo , time slow , melee only , etc.

Link for the game : <https://rudraneil.itch.io/dont-tell-mom>