CHIRANJIBEE SATAPATHY

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SUMMARY

Strong background in object-oriented design patterns, primarily in C++ and C#, for robust, highly reusable, extensible and maintainable software. Well versed in 3D mathematical concepts for implementing cutting-edge gameplay systems. Highly interested in implementing gameplay systems and adapting existing functionalities in game engines.

EDUCATION

University of Gothenburg, Gothenburg   2023 – Present
- Master of Science, Game Design and Technology

Maulana Azad National Institute of Technology, Bhopal   2012 – 2016
- Bachelor of Technology, Computer Science and Engineering

TECHNICAL SKILLS

Programming Languages: C++, C#, Java

Tools: Unreal Engine, Unity3D, Visual Studio, Git, Perforce, Jira, Confluence

Graphics API: DirectX 11, OpenGL

Platforms: Windows, Android, iOS, Windows Phone (8, 8.1, UWP)

PROFESSIONAL EXPERIENCE

R&D Engine Programmer, Saber Interactive   2024 – Present
- Working on Swarm System using Unreal Engine 5 C++.
- Developing group interactions among the Swarm Agents and dynamic behavior to player actions.
- Developing editor tools for ease-of-use and debugging of the system.

Gameplay Programmer, Sager Entertainment   2022 – 2024
- Worked on a first-person stealth game using Unreal Engine 5 C++.
- Developed the context-based player interaction system, CCTV and Motion Detector systems for the game.
- Developed player gadgets - Snake Camera, Panic Doors and EMP Tool.
- Created the AI System including custom Perception System, Patrol Paths, used Behavior Trees and EQS to create group behavior among agents and integrated them with other detection systems (CCTV, Motion Detector, and Alarm).
- Developed various editor tools to help designers and debugging of the systems.

Software Developer, Panda Infratech   2022
- Worked on real-time immersive visualization experience using Unreal Engine 5.
- Created the visualizations using the client's AutoCAD files.
- Developed dynamic configurations based on clients' needs for existing infrastructure projects.

Owner, Vibria Games   2020 – Present
- Working on a third-person shooter game using Unreal Engine 5 C++.
- Developed core game systems including camera, inventory system, day-night cycle, and weapon ballistics - bullet drop, bullet penetration, bullet spread.
- Developing the AI Archetypes for the game.

Programmer, Der Spas Developments   2019 – 2021
- Worked on a 3D puzzle-platformer game using Unity3D.
- Implemented various puzzle game elements, player ability system, and platforming elements of the game.
- Improved the core gameplay loop, created multiple level designs for gradually increasing difficulty and introducing new abilities.

Programmer, Rock On Studios   2018 – 2019
- Worked on a 2D top-down arcade shooter game using Unity3D.
- Implemented the locomotion system for the player and the AI archetypes.

Programmer, Madman's Journal   2017
- Prototyped a single-player horror game set in Victorian era using Unreal Engine 4 C++.
- Used the engine's built-in AI Perception system, EQS, and Behvior Tree to create the NPCs and their behaviors.
- Created a grey-box level design for the game.

PROJECTS

Formula Racing
- Created a challenging racing game in Unity3D.
- Implemented context-based Steering Behaviors and Race line waypoint system to author AI opponents.

Cover System
- Implemented cover system in Unreal Engine 4 C++ for third-person action-adventure game.
- The cover actor exposed properties for editing the cover direction, cover height, and corner/non-corner covers.
- Cover Actors were used by the AI through a reservation system.

Rogue Runner
- Created a space-rogue commander themed infinite runner using Unity3D.
- Developed the various enemy types and obstacles for a challenging gameplay.
- The game was developed for Windows Phones and had In-App Purchases integration.

Hnefatafl
- Created a local-multiplayer game based on the popular Tafl game ruleset in Unity3D.

The Will of Wei
- Co-designed the 2D puzzle-platformer game for a game jam.
- Developed the core gameplay systems and the puzzle mechanics using Unity3D.