DUSHYANT KANAV

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EDUCATION

Central University of Haryana — Aug. 2023 – July 2027
Bachelor of Technology in Computer Science & Engineering — *Mahendragarh, HR*

Jawahar Navodaya Vidyalaya — Apr. 2022 – May 2023
Post-Matriculation (Class XII) — *Kota, RJ*

EXPERIENCE

Game Developer Intern — Aug. 2025 – Nov. 2025
Voidrix — *Remote*

- Developed **"Garden Fusion,"** a mobile puzzle game in Unity (C#), implementing a custom grid-based merge system and persistent data handling for item evolution.
- Engineered a server-authoritative **"Cash Run"** multiplayer mechanic within the **UE5 Lyra framework** using PlayerState and GameState for network synchronization.
- Overrode core **Gameplay Ability System (GAS)** death abilities to implement complex world-actor respawning and inventory penalty logic.
- Developed event-driven UMG UI for real-time cash tracking with robust retry-logic to manage multiplayer race conditions.

Game Developer Intern — Apr. 2025 – Jul. 2025
Vanara Games — *Remote*

- Developed gameplay features for mobile and PC games in Unity 6, including vehicle physics and AI patrol behaviors.
- Designed and optimized camera systems, player progression logic, and in-game UI components.
- Worked in an agile production environment to ensure game performance across various hardware specifications.

Artificial Intelligence Trainer (Freelance) — Dec. 2024 – Mar. 2025
Outlier AI — *Remote*

- Used prompt engineering and Reinforcement Learning from Human Feedback (RLHF) to refine LLM accuracy in math and programming.

PROJECTS

SHANTI: The Cursed Ritual (WIP) | *Unreal Engine 5.4, C++, Blueprints*

- Developing a first-person survival horror game featuring a 1950s temple environment with body-aware camera stabilization.
- Built a modular interaction system using Blueprint Interfaces for item highlights, tooltips, and procedural item handling.
- Implemented a dual-state inventory system (Pick-up/Drop/Place) with physics damping and ghost-mesh placement previews.
- Engineered a layered animation blueprint to sync independent upper-body actions (Flashlight/Carrying) with lower-body locomotion.

Arcane Bounty Game | *Unreal Engine, C++*

- Developed an arcade game featuring level-based progression, C++ health systems, and enemy AI chase logic.
- Integrated procedural coin collection and hidden objective mechanics to enhance player engagement.

TECHNICAL SKILLS

Languages: C++, C#, Python, C, SQL
Engines & Tools: Unreal Engine 5 (GAS, Blueprints, Lyra), Unity Engine, Blender 3D, Git, Visual Studio, UMG
Specializations: Game Physics, AI Behaviors, First-Person Mechanics, Multiplayer Synchronization