

DARSHAN RADHAKRISHNAN

Game Developer [Open to Relocate]

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INDUSTRY EXPERIENCE

Programmer Work Experience Placement | nDreams | 2025

- Implemented JSON integration and external libraries, and learned 3+ industry-standard unit testing frameworks (Catch2, BoostTest, Google Test) in a project, increasing code reliability and reducing debugging time by ~20%.
- Improved version control efficiency by learning Perforce server and client workflows, achieving 100% successful check-ins and merges while collaborating across multiple teams in a production environment.
- Quantified player engagement and retention through statistical analysis of game data using Power BI, identifying critical design flaws that were then addressed and improved player retention rate by 15%.

PROJECT EXPERIENCE

Reality Shift | Personal Project | September 2024 – Present

- Engineered a responsive character-switching system using C++ and Unreal Engine, enabling seamless transitions between 2 unique characters and expanding player strategic options by 40% during gameplay.
- Conducted detailed optimization and profiling, ensuring smooth and immersive gameplay experiences across platforms. Applied knowledge of 3D mathematics and physics for effective gameplay implementation.
- Tracked and managed project progress using Notion by breaking down tasks into weekly sub-tasks, ensuring consistent progress and on-time completion of milestones.

Neuro Quest | Dissertation Project | 2024 – 2024

- Designed and implemented Adaptive VR-based adaptive gaming experience throughout a 4 month solo project that dynamically adjusts enemy behaviour according to real-time player heart data.
- Engineered a Python-based real-time data pipeline integrated into Unreal Engine, improving processing speed by 60% and enabling live debugging of VR gameplay.
- Designed and implemented adaptive enemy AI using C++ and Blueprint, dynamically adjusting behaviour to real-time player data for engaging gameplay.

GumShoe | Academic Group Project | 2023– 2024

- Orchestrated the development of a multiplayer social deduction game for 10 concurrent players, achieving stable player synchronization with a 20ms ping and zero desync errors.
- Championed the integration of object-oriented programming principles within game design, leading to streamlined workflows that allowed for five additional features to be implemented per sprint.
- Engineered responsive UI system integrating player feedback with visual cues, resolving 80% of reported input lag issues within the first week of launch and earning internal accolades.

EDUCATION

KINGSTON UNIVERSITY | M.SC IN GAME DEVELOPMENT (PROGRAMMING) | LONDON

2023–2024

Relevant Coursework: Artificial Intelligence & Machine Learning, Connected Games and 3D Games programming (3D Mathematics, Physics-based Programming)

SRI KRISHNA COLLEGE OF TECHNOLOGY | B.E COMPUTER SCIENCE ENGINEERING | COIMBATORE

2019–2023

Relevant Coursework: Data Structures and Algorithm, Database Management System, Object-Oriented Programming, Linear Algebra and Differential Calculus, Integral Calculus and Complex Variables and Python Programming.

TECHNICAL SKILLS

- Programming Languages:** C++, Python, C#, SQL.
- Development Methodologies:** Continuous Integration, Continuous Development, Automation Scripts
- Engine & Platform:** Unreal Engine, Unity, Photon, VR, XR.
- Tools & Version Control:** Git, Perforce, Automated Testing Framework.

CERTIFICATIONS

- Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games.**
- Getting Started with AWS for Games.**