

Idhant Dabral

Email: starmandev@gmail.com

Linkedin: <https://bit.ly/4md4Ok4>

GAMEPLAY PROGRAMMER

I am a self driven Gameplay Programmer with a drive for creating innovative player experiences. I am Excited to empower teams while facing technically demanding challenges. Specialized with C++ and C#.

EXPERIENCE

Newcastle Based Client, Newcastle Upon Tyne — *VR Gameplay Programmer*

MAY 2024 - NOVEMBER 2024

Developed data driven VR game in C#/Unity Engine, Targeting SteamVR and the Meta Quest.

I was responsible for translating the design docs into a fully playable experience.

My responsibilities included:

- Establishing the foundational infrastructure, including the event flow timeline
- Setting up Player Interaction, and Player VR movement
- Implementing Data Driven events to be easily accessible to empower the designer

Rockstar Games, India — *Online QA*

2022 - 2023

Worked as Dev QA building all rockstar games to PC, Playstation and Xbox Dev kits. Provided support for the gameplay Quality Assurance team as well.

I worked with:

- Building all titles including Red Dead Redemption Online, Grand Theft Auto V Online, and Grand Theft Auto VI to the PC, Playstation, and Xbox Dev Kits
- Focused on Character data sanity, Quest Progression
- Provided Dev support by logging bugs, providing new test cases, and automated testing

Jambox Games, Remote Global — *Gameplay Programmer*

JANUARY 2022 - AUGUST 2023

I worked as a gameplay programmer on a title in unity, targeting mobile platforms, and the play store. I also helped work on the backend PvP SDK, and worked with the API to provide developers with player stats and leaderboards.

Unannounced Title — *Android*

Multiplayer asynchronous PvP Block based game for Android and IOS

My work here included:

- Automated Level generation system
- Gameplay systems for player power ups
- Sound manager and multiplayer High score system and currency manager

PROJECTS

Hellrunners — PC

An Online Multiplayer First Person Speedrunning game developed in C++.

Developed features and Engine level programming in C++ for the PC, Playstation Dev Kit. My responsibilities included; Team Lead, Core Tech programmer.

My work here included:

- Team management including task distribution (incl. JIRA), managing standups, and target based planning
- Core systems including Level Generation, Player Locomotion, Powerups
- Performance Measuring and Optimization

Procedural Foliage System — PC

Procedurally Generated Grass System in C++ and OpenGL with Compute Shader.

Developed features and Engine level programming in C++ for the PC, Playstation Dev Kit. My responsibilities included; Team Lead, Core Tech programmer.

My work here included:

- Scalable, modular grass system with inbuilt artist authored parameters
- Highly optimized using GPU instancing and compute shaders
- Added ImGui support to allow for interactive controls

EDUCATION

Newcastle University, Newcastle Upon Tyne — MSc Computer Game Engineering (Distinction)

SEPTEMBER 2023 - SEPTEMBER 2024

Worked a year on C++, OpenGL, Engine Level programming graduating with a Distinction.

Manipal University Jaipur, India — BTech Information Technology

SEPTEMBER 2018 - SEPTEMBER 2022

Undergraduate degree with emphasis on practical programming language skills like JAVA, C and a specialization in AI/ML.

ADDITIONAL INFORMATION

Eligible to work full-time under the Graduate Visa scheme without sponsorship from 31 December 2024 - 31 December 2026.