

Yuvraj Kumpavat

Gameplay Programmer / Software Developer

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EDUCATION

BSc COMPUTER GAMES DESIGN AND PROGRAMMING (HONS)

University of Staffordshire

Studying the fundamentals of games design principles and development. Creating prototypes in Unity and Unreal engine. Developing vehicle handling design framework, enemy AI behaviours and pathfinding, and UI mockups.

EMPLOYMENT

Lead Gameplay Programmer

Ancient Snail Games Studio

Developed a local co-op puzzle platformer and successfully delivered within time constraints. Led a team and coordinated juniors from programming department to deliver features aligned with individual skill sets. Participated in cross-functional meetings with leads from other departments and supervisors to ensure project milestones.

Junior Programmer | Sept 2025 – PRESENT

Prismatic Interactive

Currently writing shaders, in-game AI debugging tool and UI for an upcoming game. Collaborating with a team of writers, artists and designers to create and implement gameplay mechanics.

PROJECTS

UNREAL VEHICLE HANDLING DESIGN Worked as a **developer** and **researcher** to create a framework for **vehicle handling design** to understand the physics and mathematical foundations in racing games.

TWIN FLAMES Worked as a **lead gameplay programmer** for developing a local co-op puzzle platformer. Implemented various gameplay mechanics, animation blueprints and checkpoint system.

TYPE-VIM Developed a spin-off version of the most infamous text editor Vim (Vi) to **understand low-level programming in Linux**. Programmed in C and currently supports .c, .cpp and .h files.