

Yuvraj Kumpavat

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Introduction:

Gameplay Programmer specialising in vehicle physics system with a deep fascination for the mathematics and engineering that transform tyre models, suspension and vehicle dynamics into a thrilling, fun driving experience. I'm eager to contribute to and learn from industry-leading teams. What drives me most is innate love for cars.

Work Experience:

Unreal Racing Physics – Developed a racing physics system from scratch using Blueprints in Unreal engine. Currently refactoring the whole system in C++ for enhanced performance optimisation over Chaos Vehicle Physics.

Twin Flames – Lead Senior Gameplay Programmer and developed a local co-op puzzle platformer. Implemented a basic animation blueprint with state machines. Successfully delivered game within time constraints.

TypeVim – Made a spin-off version of Vim to understand low level programming. Programmed in C. Currently supports .c, .cpp and .h files.

Skills:

Hard skills: C, C++, C#, Python, Unity, Unreal Engine, Git/GitHub, Vim, Linux

Soft Skills: Technical Leadership, Communication, Teamwork, Punctuality, Systems Programming

Education:

BSc (Hons) Games Design and Programming

University of Staffordshire | 2022 - 2025