



KUNAL PATIL

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SUMMARY

To find a full-time job opportunity to work with an industrial organization where I can contribute my skills and knowledge to achieve individual as well as organizational goals and growth.

SKILLS

- C++ & C (Certified)
- C#
- Vulkan/ DirectX11 & 12 Development
- Python
- Unreal Engine
- Unity
- Java (Core)
- HTML
- XML
- Visual Studio
- Playstation Dev Environment
- Git
- PerForce
- GLSL & HLSL
- VR Devices
- SQL
- MongoDB
- Troubleshooting and Resolution

EXPERIENCE

Associate Software Engineer

Feb 2020 to Dec 2021

Software Engineer

Dec 2021 to Current

Steel Wool Games Studio

- Shipped 5 big **Five Nights at Freddy's (FNAF)** titles:
 - **FNAF Help Wanted**
 - **FNAF Curse of the Dreadbear**
 - **FNAF Security Breach**
 - **FNAF Ruin**
 - **FNAF Help Wanted 2**
- Highly experienced in C++, Unreal Engine Game Systems and Gameplay Systems.
- Worked on a wide spectrum of **Engineering fields**: Gameplay, Game Systems, Game Tools, AI Management, UI/UX Engineering, Debugging, Performance and optimization, etc.
- System Design and System Architecture.
- Worked closely and communicated efficiently with members from different disciplines like Production, Design, Animation, UI/UX.
- Created Gameplay Tools for Designer's ease of use.
- Created and updated documentation for various systems.
- Worked and shipped titles on a variety of platforms: VR Devices, PlayStation, Xbox, Nintendo and PC.
- Managed a team of 5 members on Help Wanted 2.
- Handled exclusive Engineering Ownership for 3 minigames in Help Wanted 2.

Intern Engineer

Steel Wool Games Studio

Aug 2019 to Dec 2019

- Designed camera systems for a flat version of a VR game in Unreal Engine
- Designed systems which can be manipulated easily by the designers at compile as well as run-time
- Single-handedly ported an entire VR game from HTC to Oculus Devices in Unity
- Worked in depth with C++ code and Blueprint system in Unreal Engine for the projects
- Worked with C# for Unity projects.



EDUCATION AND TRAINING

Master of Science in Game Design & Development
Rochester Institute of Technology Dec 2019
Rochester, NY

Grade: 3.43 / 4

Bachelor of Engineering in Computer Engineering
Savitribai Phule Pune University, India
Pune, India

Grade: 3.1 / 4