

Hritick Buragohain | Game Programmer

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Professional Summary

Innovative Game Programmer with professional experience, including a published title on the PlayStation Store. Skilled in Unreal Engine and Unity using C++ and C# with extensive experience in Gameplay, UI, and Multiplayer Programming. Demonstrated ability to lead projects, meet tight deadlines, optimize performance, and collaborate effectively with cross-functional teams.

Skills

- Programming Languages: C++, C#, Java, Python
- Game Engines: Unreal Engine, Unity
- Multiplayer Frameworks: Photon, PlayFab, Unreal OSS
- Tools & Version Control: Git, Mantis, Jira, ClickUp, Miro, Trello
- Methodologies: Agile, Scrum

Experience

Freelancing / Game Programmer / Part Time 06/2025 - Present

- Working on an unannounced Unreal Engine 3rd Person story-driven indie title
- Developing core gameplay mechanics (dialogue handling, NPC AI, interactive UI, bespoke features) with a focus on code quality and performance optimization.
- Collaborating closely with art, audio, and design teams: being the only programmer, managing Git source control, merging branches, resolving conflicts, and integrating multi-disciplinary content.

Gamecrafters' Collective / Game Developer / Part Time 07/2024 - 02/2025

- Developed and implemented core game mechanics for a hyper-casual mobile title
- Designed modular code architecture to streamline collaboration and scalability.
- Collaborated on agile processes: participated in sprint planning and design reviews, and refined gameplay features based on feedback

Godspeed Games / Junior Programmer / Full Time 12/2021 - 05/2023

- Ported "[Pizza Tycoon](#)" from PC to console; collaborated with a multidisciplinary team.
- Utilized Unity and PS4 SDKs for porting and developing PS4 builds (SIEE & SIEA).
- Engineered gamepad controls with Rewired, significantly reducing load times and achieving stable 30 FPS across all consoles, resulting in smoother gameplay and enhanced player experience.

Reach Ezyhelpers / Game Developer / Internship 01/2021 - 08/2021

- Developed a [children's online 2-player multiplayer picture quiz](#) game using Unity and Photon.
- Learned and implemented Photon Framework.
- Created AI bots for matchmaking; published on the Play Store.

Key Projects

[Parkour Base Vertical Slice Project](#) (UE5)

- Working on a vertical slice personal project for Unreal Engine 5, with the first part being a parkour system, which is completed and available to use
- Implemented clean, scalable architecture with different parkour components: sprint, slide, vault, wall run, grappling gun
- Developed flexible, demo-ready systems with test map, animations, and SFX.

[AI NPC Plugin for Unreal Engine](#) (UE5)

- Developed a modular AI NPC plugin influenced by Convai and Inworld, powered by ChatGPT and Azure Speech as part of Master's project.
- Engineered custom APIs for Text-to-Speech & Speech-to-Text and a companion NPC type with dynamic memory.
- Delivered a fully open-source ready-to-use plugin with documentation and demo.

[To Be The Hero](#) (UE5)

- Online multiplayer game in Unreal Engine 5; implemented Unreal Multiplayer framework.
- Led the project, organized meetings, and delegated tasks.
- Developed unique game mechanics and ensured smooth multiplayer functionality with up to 10 players per session.

[Continuum](#) (Unity)

- Solo game jam project: top-down puzzle shooter developed in 48 hours; created custom shooting mechanics and AI.
- Achieved 2nd place in the game jam with positive reviews from players and fellow developers.

More projects(including work and internship) can be found in my [Portfolio](#).

Education

KINGSTON UNIVERSITY / MSc IN GAME DEVELOPMENT (PROGRAMMING); DISTINCTION 2023 - 2024

- **Key Modules:** Digital Studio Practice, Games Programming (C++ and C#), Machine Learning and AI, Connected Games Development (Multiplayer Programming)

SEAMEDU PUNE / BCA (SPC. IN GAME DEVELOPMENT); 8.18 CGPA (UK FIRST CLASS) 2018 - 2021

- **Key Modules:** Data Structure & Algorithms, Software Engineering, Game Design & Development, Project Management, DBMS