Mukund Pareek

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Summary

Unreal Engine developer with **3+ years of professional C++ experience** across action-adventure and multiplayer FPS titles, currently gameplay lead and sole C++ engineer on a UE 5.7 vertical slice. Depth in **gameplay architecture, character movement, AI, multiplayer networking, and testable system design**.

Experience

Lead Gameplay Programmer – *Galactic Studio* *Remote | Apr 2026 – Present*

- Sole C++ engineer on an 8-person team building **Jalora**, a UE 5.7 action-adventure RPG spanning on-foot traversal, combat, and a Chaos physics vessel. Own the full gameplay codebase across 9 subsystems and delivered a playable vertical slice presented to investors.
- Built a custom **climbing movement mode** on UCharacterMovementComponent: data-driven hold types, per-hand reach solving, a stamina model, and two-bone IK placing hands and feet on real world geometry.
- Built **combat and enemy AI**: a weapon-agnostic equipment interface shared by player and AI across melee, archery, and vessel weapons, plus Behavior Tree, EQS, and AIPerception logic with a graded suspicion model.
- Built a **procedural puzzle system** using seeded rejection sampling that guarantees solvability and re-randomizes per visit, with data-driven rule, symbol, and dial configuration.
- Set engineering standards: an engine-free formula seam backed by **32 CI-gated headless tests**, CVar debug channels, architecture decision records, and a delegate-based C++/Blueprint boundary that let non-programmers ship content independently.
- Ran **hiring and onboarding** for a junior developer and a technical artist.

Game Developer – *Ojowa Entertainment* *Remote | Nov 2025 – Mar 2026*

- Architected the **multiplayer framework** for a competitive FPS: client prediction, server reconciliation, lag compensation, dedicated servers, and skill-based matchmaking.
- Implemented core FPS systems via the **Gameplay Ability System**: weapons, recoil, ADS, locomotion, damage, and inventory.
- Built Behavior Tree and EQS **bot AI** for PvE, and server-authoritative hit and movement validation for anti-cheat.

Contract Unreal Developer – *Stanion Studios* *Remote | May 2025 – Nov 2025*

- Delivered **UI systems, gameplay abilities, campaign and multiplayer AI**, and animation pipeline integrations across multiple game modes, plus **crossplay**, storefront integration, and a user-generated map system.
- Drove optimization and bug resolution, improving frame stability and **reducing player-reported issues by 30%**.

Junior Developer – *Norian Games* *Remote | Apr 2024 – Oct 2024*

- Shipped team hierarchy, fishing, and swimming mechanics on **Aldian of Ancients**, owned the full **UI/UX implementation**, and cleared critical stability bugs ahead of the **Tokyo Game Show** showcase.

Junior Developer – *Independent Studio (Contract)* *Remote | Aug 2023 – Dec 2023*

- Built a **physics-driven dismemberment system** with procedural damage response in a two-person team.

Projects

AI Chatbot – Unreal Engine Plugin *GitHub*

- C++ editor plugin pairing an AI chatbot with a playable Minesweeper board: module setup, Slate UI, and async request handling.

3D Cloth Simulation and AR Try-On *2023*

- Simulated 3D garments in Marvelous Designer and built a Unity AR virtual fitting system for real-time mobile camera try-on.

Vibeheads NFT Collection *OpenSea*

- **3D Designer** (Sep 2021 – Mar 2022): modeled and animated characters in Blender for a large-scale generative collection.

Education

Vellore Institute of Technology – *B.Tech in Computer Science* *Sept 2021 – May 2025*

Technical Skills

Core: C++, Unreal Engine 4/5 (through 5.7), Blueprints, Gameplay Ability System, Enhanced Input
Gameplay: Character Movement, Combat, AI (Behavior Trees, EQS, AIPerception), Chaos Physics, Procedural Systems
Multiplayer: Replication, Client Prediction, Server Reconciliation, Lag Compensation, Dedicated Servers, Crossplay
Tools: UMG, CommonUI, Slate, Editor Plugins, Unreal Insights, Automation Framework, Git, Perforce, Blender