

PRATEEK RAGHAV

Game Developer | Game Designer | 3D Designer

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siddwayy.github.io/my-portfolio

PROFESSIONAL SUMMARY

Game Developer and Designer with experience building gameplay systems, levels, and UI in Unreal Engine 5 and Godot. Skilled in Blueprints, C++, GDScript, and Java. Focuses on creating playable prototypes from concept to release. B.S. in Computer Science candidate.

EDUCATION

Memorial University of Newfoundland

Bachelor of Science, Computer Science (Visual Computing and Games)
GPA: 3.6 (81.3%)

St. John's, Canada
Jan 2022 – April 2026

TECHNICAL PROFICIENCY

Languages: C++, Python, Java, JavaScript, GDScript, PL/pgSQL, HTML5/CSS3.

Engines & Frameworks: Unreal Engine 5 (Blueprints & C++), Godot, Vite.

Tools & Backend: Supabase (Auth, PostgreSQL, RLS), Node.js, VS Code.

3D Art: Blender, ZBrush, Substance Painter/Designer, Marmoset Toolbag.

Design: Level Design, Environment Design, UI/UX, Gameplay Mechanics.

Version Control: Git, Perforce, Diversion.

PROJECT EXPERIENCE

TowerEcho | Solo Game Developer (Godot 4, GDScript)

May-July 2025

- Developing a 2D tower defense game with mouse-aimed turrets and procedural enemy wave logic.
- Implementing juice/feedback systems (VFX/SFX) and resource management for balanced gameplay.
- Optimized performance using scene architecture and efficient object pooling.

Habbitto | Full-Stack Developer (Vanilla JS, Supabase, Vite)

Feb 2026

- Developed a full-stack productivity app combining habit tracking with a custom focus timer and stopwatch.
- Integrated **Supabase** for Auth and PostgreSQL, utilizing RLS for data privacy.
- Built a state-driven UI with CSS Custom Properties and implemented localStorage for offline persistence.

Zombie Mayhem | Solo Game Developer (Unreal Engine 5, Blueprints)

2024

- Built an FPS survival shooter featuring wave-based progression and escalating enemy difficulty.
- Programmed zombie AI behavior trees and player combat systems via Blueprint visual scripting.
- Designed a custom HUD and interactive menus using Unreal Motion Graphics (UMG).

Kivi Board Game | Solo Developer (Java, Swing)

2024

- Developed a 2-4 player strategy game with pattern matching and a 10-round scoring engine.
- Integrated persistent save/load functionality and color-blind accessibility support.

Portfolio Website | Solo Developer (HTML5, CSS3, JS)

2024-Present

- Built a responsive portfolio showcasing game projects with custom category filtering.
- Implemented light/dark mode persistence and ensured WCAG accessibility compliance.

ADDITIONAL INFORMATION

- Current Focus:** Level design portfolio development; 3D environment art in Unreal Engine 5.
- Soft Skills:** Technical Writing (GDDs), Cross-platform Deployment, Rapid Prototyping.