

HEENA THADANI

Gameplay Programmer

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PROFESSIONAL EXPERIENCE

• Gatos Malos

Lead Software Engineer

May 2025 - present

- Built 16-player LAN/Online multiplayer system in UE5 using C++ and Blueprints.
- Developed party system with invites, joins, and reconnections via Online Subsystem.
- Optimized replication for smooth hybrid local and networked play.
- Enabled up to 4-player splitscreen with full LAN/Online support.
- Added multiple control schemes with dynamic input handling.
- Designed UI for the in-game menus, HUD, Lobby, etc. in Figma, and UE Widget

• PETALS WORLD STUDIOS

SINGAPORE

Multiplayer Matchmaking & Leaderboard UI/UX Developer

Nov 2022 – Aug 2023

- Implemented front-end UI in Unity from Figma designs and built lobby/matchmaking systems.
- Developed full-stack friend list, leaderboards, and player stats using Quantum PUN, boosting retention by 20%.
- Integrated PlayFab and Facebook SDK for backend and social login, improving UX flow by 25%.

• MITACS GLOBALINK

FREDERICTON, CANADA

Collaboration in Mixed Reality

Jun 2022 – Aug 2022

- Generated an interface for storage of connected player activities for reference in virtual reality games using Photon Unity Networking and PlayerPrefs for disconnected players.
- Conducted simulations on Meta Quest 2
- Created a heat map of an ocean using provided longitude, latitude, and depth data in Blender using bpy

SKILLS

- **Languages:** C#, C++, Python, Java
- **Game Engine:** Unity3D, Unreal Engine
- **UI/UX Design:** Figma, ImGUI, Unity's UI Toolkit
- **Version Control:** Git/Github, PlasticSCM, Perforce
- **Networking:** UE5's Online Subsystem, Photon Unity Networking, Coherence, Mirror
- **Management:** Jira, Trello, Notion, Azure

PROJECTS

• Devblade | C++ | Unreal Engine 5.3 | Gameplay Programmer

- Designed and developed a modular combat system using UE5's Gameplay Ability System (GAS), supporting 10+ melee combos, directional hit reactions, block mechanics, and special weapon abilities with cooldowns.
- Developed 5+ advanced AI behaviors with custom BTTasks, Decorators, Services, and Environment Query System (EQS) to support enemy flanking, ambushing, and dynamic responses in a 10+ wave-based survival combat mode.

• Warflux | Unity3D | Gameplay Programmer, UI/UX Designer

- PCG: Generated a grid-based procedural generation system in Unity, leveraging A* pathfinding for dynamic room placement and corridor connectivity, featuring a scalable dungeon environment with 10+ random room layouts and pathways.
- UI/UX Ability System: Developed a modular UI system with pages for menu navigation, HUD, and ability selection, integrating real-time updates and ability switching for seamless gameplay.

• Consumption | Unity3D | Gameplay Programmer

- Developed Onboarding Sequence through a chat window that help players understand key mechanics for the game. Also implemented gameplay mechanics, and UI/UX for the game.

EDUCATION

• Rochester Institute of Technology

Rochester, NY, USA

MS - Game Design and Development

2023 - 2025

• Mody University

B. Tech - Computer Science

Jaipur, India

2019 - 2023

COURSE WORK

- Game Dev Processes, Level Design, Graphics Programming, Console Dev, Intro to Web Tech, (*Teaching Assistant*) DSA for Game Simulations (*Teaching Assistant*)

COMMUNITY

- Created a Gaming Community - Quest Gaming || IEEE CS MUST
- Instructor @ Unity Game Dev Summer Camp 2022 @UNB, Fredericton, Canada