

HEENA THADANI

Gameplay Programmer | UI/UX Engineer

heenathadani26@gmail.com
heenathadani.github.io
linkedin.com/in/heena-thadani

PROFESSIONAL EXPERIENCE

- Future House Studios** Seattle, WA, USA
Technical Artist (UI/UX) Nov 2025 - December 2025
 - Developed multiple interactive museum exhibits using reusable UMG widgets, components and Blueprints, supported touch input, and screen-safe responsive UI layouts
 - Orchestrated kiosk behavior/content via XML live config (data-driven UI + localization-ready content pipeline).
- Gatos Malos** May 2025 - August 2025
Software Engineer
 - Built 16-player LAN/Online multiplayer system in UE5 (C++ and Blueprints).
 - Developed party system with invites, joins, and reconnections using Online Subsystem, with UI representing session states.
 - Enabled upto 4-player splitscreen with LAN/Online support. Optimized replication for smooth hybrid local/networked play.
 - Designed and Implemented UMG menus, HUD, Lobby, etc widgets with reusable components (buttons, panels, cards, lists), navigation/gamepad focus, and responsive layouts.
- PETALS WORLD STUDIOS** SINGAPORE
UI/UX Developer Nov 2022 - Aug 2023
 - Implemented production UI in Unity from Figma for lobby, matchmaking, leaderboards systems, including dynamic lists, loading states, and error UX.
 - Developed social features in game, leaderboards, and player stats using Photon Quantum, boosting retention by 20%.
 - Integrated PlayFab + Facebook login and connected UI flows end-to-end (auth -> profile -> lobby), improving UX flow.
- MITACS GLOBALINK** FREDERICTON, CANADA
Collaboration in Mixed Reality Jun 2022 - Aug 2022
 - Implemented Meta Quest 2 simulations for storage of connected player activities for reference in virtual reality games using Photon Unity Networking and PlayerPrefs for disconnected players.

SKILLS

- Programming Languages:** C++, C#, Blueprints, Python, Java
- Game Engine:** Unreal Engine, Unity Engine
- Gameplay:** Gameplay Ability System (GAS), combat systems, AI, (Behavior Tree, EQS), Procedural Content Generation (PCG)
- UI/UX Design:** Figma, Unity's GUI, Unreal's Motion Graphics (UMG), Unity's UI Toolkit, UI Architecture
- Version Control:** Git/GitHub, PlasticSCM, Perforce
- Multiplayer:** UE5's Online Subsystem (Steam, EOS), Photon Unity Networking (PUN2), Replication (RPCs)
- 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 various 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 multiple wave-based survival combat mode.
- Warflux | Unity3D | Gameplay Programmer, UI/UX Designer**
 - PCG: Generated a grid-based procedural generation system in Unity, leveraging A* and DFS Algorithm 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.

EDUCATION

- Rochester Institute of Technology** Rochester, NY, USA
MS - Game Design and Development 2023 - 2025
- Modj University** Jaipur, India
B. Tech - Computer Science 2019 - 2023

COURSE WORK

- Game Dev Life Cycle, Level Design, Graphics Programming, Console Dev, Web Tech (Games) (*Teaching Assistant*) DSA for Games (*Teaching Assistant*)

COMMUNITY

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