
Atik Mujawar

atik@wulcat.com

linkedin.com/in/wulcat / www.wulcat.com/portfolio

- 6 years of experience in game programming using Unity & Unreal Engine.
- Hand-on experience in open-world & multiplayer games like Underworld Mayanagari & AoA.
- Designed and Implemented architecture for Weapon System using UML in Visual Studio.
- Ambitiously spending time building custom Physics Engine using OpenGL and SDL.

CORE SKILLS

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|--------------------------|-------------------------|-----------------------|
| • Unreal / Unity | • C++ / C# / Javascript | • OpenGL and SDL |
| • Gameplay Physics | • Game Design Patterns | • Physics Simulations |
| • Client-Server gameplay | • Multithreading | • Collision Detection |
| • Unit Testing | • 3D Maths | • Rigid Body Dynamics |

WORK EXPERIENCE

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| A5 Labs Inc. | Sep 2023 - Jun 2024 |
| Game Developer III | (Remote) CA, USA |
| <ul style="list-style-type: none">• Worked on extension library and implemented new API and features for games.• Optimised games for faster loading and reduced game build sizes (PC, iOS, Android). | |
| Juego Studios | Sep 2022 - Sep 2023 |
| Senior Software Engineer | Bangalore, IN |
| <ul style="list-style-type: none">• Set up IK for 4-leg characters & chaos physics for rag-doll and cloth simulations (iOS, PC).• Designed AI Behaviours using EQS for open-world game (PC).• Built a multiplayer metaverse project with a dialogue system and voice chat (PC, VR). | |
| Hypernova Interactive | Jan 2020 - Aug 2022 |
| Game Programmer | Bangalore, IN |
| <ul style="list-style-type: none">• Implemented Vehicle Destruction (3D Collision Tests) and in-game Destructible items.• Added on custom bullet physics and extended for handguns, sniper rifles & grenades.• Analysed stress tests and optimised multiplayer games for servers. | |
| Indiawyn Gaming | Nov 2018 - Dec 2019 |
| Game Developer / Team Manager | Mumbai, IN |
| <ul style="list-style-type: none">• Deterministic lockstep for multiplayer game prototype using Unity & NodeJs.• Managed a team of 5 to build mini-games on the web platform. | |
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