

Nachiket Dabhade

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SUMMARY

Technical Designer with two years of professional game development experience using Unreal Engine, Unity, and Godot. Skilled in C# and C++ development, gameplay implementation, level scripting, and technical problem-solving. Contributed to the design, development, and iteration of game systems while collaborating across disciplines to support production goals.

PROFESSIONAL EXPERIENCE

Gameplay Programmer Fern Sprout Studios

2024 – Current

- Owned the design and implementation of the game's core Eldritch Energy system, a combat resource used by all offensive and mobility abilities and central to player decision-making.
- Designed and implemented the player teleport ability, balancing mobility, resource consumption, and combat effectiveness within the broader progression system.
- Created resource generation and spending mechanics that connected ranged combat, melee combat, and enemy encounters into a unified gameplay loop.
- Worked with the design team to iterate on combat balance and gameplay systems in preparation for Open Beta release.

Technical Designer I CAM DO IT

2023-2024

- Shipped a 2D / 3D hybrid puzzle platformer in Unity with C#, featuring a camera switching mechanic that enhanced puzzle diversity.
- Designed and balanced levels with obstacles, platforms, and collectibles to reward exploration and creative thinking.
- Created an intuitive UI for seamless camera switching, which improved player experience and contributed to a 25% increase in average gameplay time.

Technical Designer Luminescence - Liminal: Relax. Unwind. Engage. Explore.

2021 - 2021

- Led a 5-person team to deliver a Unity and C# VR experience for Liminal, launched on Meta Quest and ranked top 3 in the Soothing Experience category for 4 months.
- Managed project schedules, repository, and GitHub workflows, delivering weekly builds to milestones.
- Refactored code and created tools that improved designer iteration speed and reliability.

EDUCATION

Algonquin College	2022-2022, Ottawa
Lasalle College Vancouver	2020-2021, Vancouver
Gujarat Technological University	2014-2018, Ahmedabad

LANGUAGES & TECHNOLOGY

Tools & Technologies: Unreal Engine 5, Unity, Godot, C#, C++, Python, Blueprints, ImGui, Git, GitHub

Core Skills: Technical Design, Gameplay Systems Implementation, Level Scripting, Rapid Prototyping, UI Development, Debugging, Performance Optimization, Designer-Programmer Collaboration, Tool Development