

# PRAJWAL SHETTY VIJAYKUMAR

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Accomplished Senior Game/Tools Developer with over 5 years of experience architecting and delivering cross-platform games, tools, and complex 3D applications. Expertise in Unreal Engine (C++, Blueprints), Unity (C#), Python (Blender API), multiplayer systems (Fishnet, Mirror), and 3D pipelines. Proven ability to lead teams, build foundational systems, iterate rapidly, and ship products across PC, mobile, and web. MSc in Game Development (Distinction) and Engineering in Computer Science.

## Professional Experience

Senior Game Developer

**MAYAVERSE INC, Goa, India**

July 2023 - January 2024

- Built the foundational MOBA prototype in Unity using Fishnet networking, serving as a key vertical slice for the Mayaverse high-fantasy universe project envisioned by Anand Gandhi (Director: Ship of Theseus, Tumbbad) and Zain Memon (Creator: SHASN board game).
- Engineered core multiplayer gameplay systems, designed and implemented character spells, managed deployment, created interactive level elements, and architected the game state machine.

Senior Game Developer

**KEVURU GAMES, Kyiv, Ukraine**

April 2022 - April 2023

- Shipped a Hearthstone-style collectible card game (Animalia) using Unity in 9 months; developed core server (.Net backend, gRPC, Stateless) and client gameplay logic, player interactions, UI, and VFX.
- Developed key components for a Multiplayer Online Battle Arena (MOBA) game using Unity HDRP, Mirror networking, and Azure Playfab; focused on project architecture, multiplayer combat, deployment, and lobby systems.

Lead Software Developer - 3D

**SPACEJOY INC, Bengaluru, India**

April 2018 - September 2021

- Led a team of 6 developers to launch an iOS/Android interior design app (Unity-as-library with React Native), achieving 100K+ organic downloads within 3 months.
- Played a crucial role in the company's growth from 4 to 150+ employees, contributing to a \$5M funding round from Accel at a \$20M valuation.
- Designed and implemented a robust 3D asset pipeline (processing, versioning, loading 70k+ models) across Blender (Python API), Unity, Docker, etc., automating tasks like Cycles rendering and thumbnail generation.
- Shipped cross-platform desktop applications (Windows/Mac) for designers, similar to Planner 5D.

Intern Software Developer

**HOMEFULY, Bengaluru, India**

February 2018 - April 2018

- Gained initial professional experience using Unity and SketchUp Ruby.

## Education

**KINGSTON UNIVERSITY, London, GB**

March 2025, Graduated with distinction

Master of Science in Game Development (Programming).

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY, Bengaluru, India**

July 2017

Bachelor of Engineering in Computer Science

## Skills

**Game Engines:** Unreal Engine, Unity

**Programming & Scripting:** C++, C#, Python (Blender API, General), .Net

**Generative AI & LLMs:** LLM API Integration, Model Control Protocol (MCP) for UE, Prompt Engineering, AI-driven NPCs

**Tools & Platforms:** Git, Perforce, Docker, Zenject, Blender, PlayStation 5 Devkit, Azure Playfab, iOS, Android, Windows, macOS

**Concepts & Expertise:** Leadership, Multiplayer Networking (Fishnet, Mirror, gRPC, Unreal), 3D Math, Game Architecture, AR & VR, 3D Asset Pipelines (glTF, USDZ, Draco, KTX), Procedural Generation, Agile Development, Communication (IELTS Band 8 in Academic and General).

## Additional Projects

**UnrealGenAISupport Plugin:** An open-source Unreal Engine plugin integrating cutting-edge LLM/GenAI APIs (OpenAI, Claude, Deepseek) and Model Control Protocol (MCP). Enables AI-driven Blueprint/Scene generation, object control, and more via clients like Claude Desktop App. (Tech: Unreal C++, Python, LLM APIs, MCP) - [GitHub](#)

**Starship Simulator (Academic):** Developed a true-to-scale Martian landing simulator for PlayStation 5 using Unreal Engine (C++, Large World Coordinates) and basics of rocket physics. Integrated DualSense controller features. (Tech: Unreal C++, PS5 Devkit, Physics Simulation)

**Become Human (Academic):** Designing a detective-style RPG in UE5 where hundreds of NPCs, powered by LLMs and Unreal's MassAI system, drive a dynamic narrative based on player choices. (Tech: Unreal C++, LLMs, MassAI)

**Blender Add-ons (Spacejoy):** Created multiple Python-based Blender add-ons for automating 3D pipeline tasks, including cloud-based Cycles rendering for design outputs/thumbnails and tools for 3D artists to manage complex scenes. (Tech: Python, Blender API, Docker)

## Licenses & Certifications

- Unreal C++ Multiplayer Master: Intermediate Game Development (Udemy)
- Unity Multiplayer: Intermediate C# Coding & Networking (Udemy)
- Professional Game Development in C++ and Unreal Engine 5 (Tom Looman)