PRAJWAL SHETTY VIJAYKUMAR

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Senior Software, Games, and Tools Developer with over 7 years of experience in architecting and delivering cross-platform products. Expertise in Unreal Engine (C++, Blueprints), Unity (C#), Python (Blender API), multiplayer systems (Fishnet, Mirror, Unreal, Azure Playfab, Docker), AI tools and 3D pipelines (GLTF, KTX, QGIS). Proven ability to lead teams, build foundational systems, iterate rapidly, and ship products across PC, macOS, iOS, Android, Backend, and web. Master's in Game Development (Distinction) and Engineering in Computer Science.

Education

KINGSTON UNIVERSITY, London, United Kingdom
January 2024 - March 2025, Graduated with distinction
Master of Science in Game Development. (Deep Learning, C++, Generative AI, and Multiplayer Games)

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, Bengaluru, India
June 2013 - July 2017,
Bachelor of Engineering in Information Science (Computer Science Fundamentals, Mathematics)

Professional Experience

Senior Software Developer
SPACE CLIPPER INDUSTRIES, London, United Kingdom
November 2025 - Present

- Building visualisation and geospatial tool plugins for Unreal Engine. Including solutions for Woodlands, Carbon, Energy Grid and Agroforestry.

INDEPENDENT DEVELOPMENT
January 2024 - October 2025

- Shipped 4 developer plugins on the Unreal Engine Fab marketplace that integrates Generative AI APIs from various organizations with 200+ AI models, features like real-time conversations, streaming, transcription, and image generation.
- Built and maintained an Unreal C++ MCP repository with 600+ stars on GitHub, designed to automate Editor operations such as scene setup and blueprint generation. One of the firsts of its kind in the world.
- Developed a procedural game in Unreal C++ for PC, featuring dynamically generated islands, streets, and traffic systems.

Senior Game Developer
MAYAVERSE INC., Goa, India
July 2023 - January 2024

- Built the foundational MOBA prototype in Unity C# 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, battle, and Cinemachine 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 C#; developed core server (.NET backend, gRPC, Stateless) and client gameplay logic, player interactions, UI, and VFX.
- Built game's core PvP gameplay mechanics using Zenject and Stateless in Unity, like card battles, player turns, special abilities, hand/deck of cards, etc.
- 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, lobby systems, and optimization.
- Worked on battle gore and attack mechanics in Unity with blood effects and a dismantle setup for the Skeleton Mesh.

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 3 to 150+ employees, contributing to Accel's $5M funding round at a $20M valuation.
- Designed and implemented a robust 3D asset pipeline backend (processing, versioning, loading 70k+ models) across Blender (Python/C++/Shaders), game engines. Automating tasks like Cycles rendering and model processing.
- Shipped cross-platform desktop applications (Windows/Mac) for designers, similar to Planner 5D.
- Built various app features, including AR placements, snap-to-surface, cloth simulation, collider generation, mesh processing, serving KTX textures, and Firebase services.
- Developed an early VR multiplayer design prototype for the Meta Quest 2 using Unity C# and Mirror.

Intern Software Developer
HOMEFULY, Bengaluru, India
February 2018 - April 2018

- Gained initial professional experience using Unity and SketchUp Ruby API.

Skills:

Game Engines: Unreal Engine, Unity

Programming & Scripting: C++, C#, Python (Blender API, General), .NET Backend, OpenGL, HLSL.

Generative AI & LLMs: LLM API Integration, Model Control Protocol (MCP), Prompt Engineering, AI-driven NPCs, Claude Code, Meshy, Local LLms, llama.cpp.

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

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), geospatial (QGIS, GeoJSON).

Additional Projects:

Starship Simulator (Academic): Developed a true-to-scale Martian landing simulator for Sony's 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)
- IELTS Band 8 in Academic and General (IDP)