

# Yuvraj Kumpavat

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LinkedIn: [Yuvraj Kumpavat](#)

Portfolio: [euphorus.github.io](http://euphorus.github.io)

Skills: C, C++, Git/GitHub, OpenGL, CMake, Unity, Unreal, Python, Design Patterns, Clip Studio Paint

## Education:

BSc Computer Games Design and Programming (Honours) Sep 2022 – Jun 2025

University of Staffordshire

- Developed gameplay prototypes in Unity and Unreal Engine, applying game design and programming principles.
- Designed and implemented vehicle handling frameworks, AI behaviour systems and pathfinding mechanics.

## Employment:

**Lead Gameplay Programmer** | Ancient Snail Games Studio Feb 2025 – May 2025

- Led the Stoke programming team within a multi-site development team, coordinating development and maintaining effective communication.
- Developed gameplay systems for a puzzle platformer, including checkpoint/save system and animation blueprint.
- Collaborated with lead from other departments on gameplay and technical features.
- Managed Git workflow and code integration and reviewing commits.

**Junior Game Developer** | Prismatic Interactive Sep 2025 – Present

- Designing and implementing a compute-shader based lighting plugin (currently in development) in an upcoming horror game.
- Authored internal technical documentation covering compute shader development and implementation in Unreal Engine.

## Projects:

**Unreal Vehicle Handling Design:** Developed a vehicle handling framework in Unreal Engine 5.3 to tackle the lack of variety of vehicle configurations in the engine, researching the mathematical application behind vehicle dynamics in racing games. Implemented systems like Pacejka's Tyre Friction Model, Ackermann steering geometry, Drivetrain simulation, Gearbox and Gear Ratios and Suspension behaviour

**Twin Flames:** Worked as a lead gameplay programmer, in Ancient Snail Games Studio, for a puzzle platformer. Implementing gameplay systems, animation blueprint and reviewing Git commits to ensure smooth workflow.

## Hobbies:

- Manga illustration
- Vehicle setup and tuning in racing simulations
- Shader development
- Quantum Physics