Megh Menghani

Unreal Engine Game Programmer

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Unreal Engine programmer with 4 years across games and real-time visualization, shipped on Steam, Nintendo Switch, iOS and Android. Gameplay and multiplayer systems in C++ and Blueprints, often extending existing plugins and codebases well past their original scope.

EXPERIENCE

O.A.K Studio Remote, India — Jan 2026 - Present

Game Programmer (Junior Game Programmer, Jul 2024 - Dec 2024)

- **Family Feud (Netflix demo):** game UI, delegate based callbacks driving the game world and UI from LLM responses, game flow driven by the LLM's verdict, testing.
- **Bull (gameplay demo):** extended Combat Fury for a quadruped character, matador cape cloth physics (one and two hand, colliding with matador and ground), custom matador AI with health and target locking, UI, SFX and VFX.
- **JUNK! (free demo on Steam):** robot animation system with distance matching, arena camera system, menu and robot select UI.

PropVR India & Dubai — May 2025 - Jan 2026

Unreal Programmer

- **Bahri Chemicals tanker digital twin:** ship movement and animation, weather simulation and day/night cycle, base character and animation setup, idle camera tour. Worked with an art team of 20+.
- Architectural visualization projects built on modular C++ and artist-friendly systems.

Freelance Remote

Unreal Programmer

- **Specpixel Entertainment**, Melbourne. New Citizen (Steam Early Access): firefighter and EMS systems. 6 FGear vehicles with a modular seat and door system, node-based fire spread with water cannon extinguishing, data asset driven medic system, database-backed MDT messaging.
- **GodSpeed Gaming Solutions**, India. Origament (Nintendo Switch port): map, mesh, texture and Niagara optimization, platform and device profile settings, save system improvements.
- **Isotope Advanced Inventory System**: extended the IFP plugin into a replicated, Tarkov-style extraction shooter inventory. Marquee selection, quick transfer, modifier drags, packing and sorting.

Carina Softlabs India & USA — Dec 2024 - May 2025

Senior Programmer

- **Hangry Petz (iOS and Android):** cross-platform multiplayer, modular boss system on a shared parent Blueprint, App Store and Google Play in-app purchases, core tree upgrade system.

GameInk Studios — Nov 2024 - Dec 2024

Game Programmer. Studio projects ZomNom and Cyberskater, and a one-year game programming curriculum.

Insanity Crew Games — Aug 2023 - Aug 2024

Game Programmer Intern. Blueprints programmer on client projects and Sound Qube (showcased at IGDC 2023).

G2M — Aug 2022 - Aug 2023

Trainee Game Developer. Trained across every area of game development and production.

SKILLS

Languages: C++, Unreal Blueprints

Unreal: Replication (Multiplayer), GAS, Animation Programming, UMG, Niagara, Unreal Insights, Platform porting

Systems: Inventory, Melee combat, Vehicles, Voice input & LLMs, Archviz & digital twins

Platforms: PC / Steam, PS5, Nintendo Switch, iOS, Android

Tools: Visual Studio, Perforce, Git, Sourcetree, TortoiseGit, Plastic SCM, SVN

EDUCATION

BSc IT, Mumbai University
2025 - 2028

Game Design and Production, Gamer2Maker
2022 - 2023

LANGUAGES

English, Hindi