Rishi Khanna

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Education

PSG College Of Technology | Coimbatore, Tamil Nadu
Bachelor of Information Technology | 05/2025

The Sivakasi Lions School | Sivakasi, Tamil Nadu
Computer Science | 04/2021
Achieved a perfect score of **100%** in **Computer Science** in 11th grade

Experience

Fiverr
Freelance Game Developer | 09/2022 - 03/2024
Level 2 seller on **Fiverr**, experienced in working with various clients to meet their game development needs with creativity and skill.

https://www.fiverr.com/darkparasite

Notable Projects

OpenGL based Render Engine (C++, GLSL)

- Render engine written from scratch, implementing the **Phong Lighting Model**. Implemented using **OpenGL**, **SDL**, **Assimp** libraries

Battle Royale Game (C++)

- Working on a Battle Royale game similar to PUBG from scratch **in Unreal Engine 5**, with extensive experience in **Multiplayer Replication system** and **the Online Subsystem**. Implemented optimization techniques such as **Server Side Rewinding** and **Client Side Predication**

VR - Solar System and Human Anatomy Simulation (Blueprints-VR)

- Developed immersive VR experiences, including a **Solar System simulation** with realistic orbit mechanics and adjustable time, as well as an interactive **Human Anatomy** model with detailed part labeling for educational purposes.

Third Person Zombie Shooter (C++)

- **Wave-based** zombie shooter game, implemented logic to spawn AI randomly and infinitely in **Unreal Engine 5**

First Person Shooter Mechanics (C++)

- Implemented various fast-paced FPS mechanics and unique abilities inspired from various games in **Unreal Engine 5**

Stealth AI (Blueprints)

- Unique advanced stealth AI mechanics made with **Blueprints**, **Behavior tree**, **EQS**.Optimized multiple AIs by programming them to share generated navigation data and other resources

Exploration Third Person Game (Blueprints)

- Inventory/Buy/Sell system which are completely **data table driven,** also implemented a customizable gameplay loop for the client

Malware Scripts (Python)

- Developed various advanced malware scripts, including a **Backdoor**, **Keylogger**, and **ARP Spoofing Script**. The resulting compiled executable files remained **undetected** by most antivirus software

Technical Skills

Languages : C++, Python, Java, SQL, HTML, CSS, Javascript, GLSL

Tools : Git, Perforce, Visual Studio, JetBrains Rider, Wavepad, Flimora, Photoshop, Trello

Frameworks and Engines : Unreal Engine 4, Unreal Engine 5

Personal Note

Passionate **Game Developer** who gets excited and fulfilled building games and other interesting things that power them. Creating and playing games energizes me, and I deeply admire the art of Game Design. I have played over 100 single-player titles and numerous multiplayer games