

EKRAJ NARANG

GAMEPLAY PROGRAMMER

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PROFESSIONAL SUMMARY

Gameplay programmer and technical game developer working across C#, C++, Python, Unity and Unreal Engine. Built pause and startup/main menus for two multidisciplinary capstone games and helped program character movement in both. For About Damned Time, contributed shooting mechanics and balanced character speed and sanity-meter behavior.

CORE SKILLS

Programming: C#, C++, Python, Java, JavaScript, HTML/CSS, object-oriented programming, gameplay scripting, debugging

Game technology: Unity, Unreal Engine, Blueprints, UMG, Shader Graph/HLSL, post-processing, real-time VFX

Workflow: Git, Perforce, Jira, Confluence, VS Code, agile collaboration, art-to-engine integration

PROGRAMMING & IMPLEMENTATION EXPERIENCE

Gameplay Programmer & Technical Artist - Grace's Revenge

Brock University Studio Project - 15-person team | Sep 2025 - Apr 2026

- Built the pause and startup/main menus and helped program character movement in Unity.
- Integrated post-processing, bespoke VFX, lighting maps and interactive audio into the final engine build.
- Worked across code, UI/UX, art and design within a 15-person production using VS Code and source-control workflows.

Programmer, UI/UX Contributor & 3D Team Lead - About Damned Time

Brock University Studio Project - 13-person team | Sep 2024 - Apr 2025

- Built the pause and startup/main menus and helped program character movement and shooting mechanics in Unity.
- Balanced character speed and sanity-meter behavior while coordinating dependencies across gameplay, UI and the four-floor level.

Game Tester - Marvel Rivals, Invincible VS and Spectre Divide

NetEase Games; Skybound; Mountaintop Studios | Feb 2024 - Jul 2026

- Analyzed combat systems, movement constraints, map integrity, lighting and environmental defects from a player and developer perspective.

EDUCATION

Bachelor of Arts, Interactive Arts and Science - Concentration in 3D Art and Expression

Brock University | Graduated June 2026 | LevelUp Showcase Presenter, 2025 and 2026