

YUVAJ GHOGHARI

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SUMMARY

Lead Gameplay Programmer with 3+ years of experience architecting multiplayer systems in Unreal Engine 5. Specialized in C++, modular gameplay features, and network replication using EOS. Proven track record of managing cross-functional teams, shipping MVPs, and building production-ready tools. Leveraging background in full-stack architecture to build optimized pipelines and custom plugins for game development.

TECHNICAL SKILLS

C++, Blueprints, JavaScript, Node.js.

Team Management, Technical Leadership, Multiplayer Replication, **Pipeline Architecture** (Art/Anim/UI), **Code Review & Standards**, Third-Party SDK Integration, Tool Development.

Unreal Engine 4/5 (Source), Lyra Framework, EOS (Epic Online Services), Docker, Perforce, Git, Jira, ClickUp

EXPERIENCE

Technical Lead & Operations Manager

Bhagvati Enterprise

June 2023 – Present

- Orchestrated the technical infrastructure for a local logistics & retail business, managing B2B/B2C operations.
- Built and deployed "D-Record," a full-stack delivery management system (vue.js/Supabase) to streamline order tracking for a fleet of 5+ delivery riders.
- Oversee daily tech operations and logistics, ensuring 100% system uptime and order accuracy.

Full Stack Web Developer

Orenda

May 2025 - October 2025

- Developed a high-performance "3D-style" web experience using **Next.js**, utilizing pre-rendered Blender assets to achieve cinematic visuals.
- Designed a hybrid backend using **Node.js** for custom business logic and **Supabase (PostgreSQL)** for real-time data management and authentication.
- Integrated **Stripe** payment gateways to handle secure transactions, implementing webhooks for automated order fulfillment.

Technical Lead

Holoeco

May 2024 - October 2025

- Directed technical strategy, pivoting from a risky Web-Pixel Streaming approach to a Native Windows/Mac application to ensure optimal performance.
- Integrated complex third-party tools including Chromium-based WebViews, Zoom, and Xsolla SDKs into Unreal Engine 5.
- Built custom C++ **gameplay systems** and tools to expose variables to the Editor, enabling designers to iterate on Greyboxing mechanics without engineering bottlenecks.
- Developed modular Inventory and Chat systems to support scalable social features.

Lead Gameplay Programmer

Salvcraft Studios

March 2024 – May 2025

- Provided **technical leadership** for a team of 10 to deliver a multiplayer Action-RPG MVP, utilizing the **Lyra Framework** to architect scalable **gameplay systems**.
- Integrated **Epic Online Services (EOS)** for matchmaking and networking after evaluating and rejecting Nakama.
- Built a custom **Aptos Blockchain Plugin (MP.Aptos)**, wrapping the SDK into a developer-friendly Unreal plugin.
- Negotiated strategic scope reduction (4 to 2 characters) to prioritize core **gameplay system** stability, ensuring an on-time release without team crunch.

Game Developer

Alone Clone

August 2023 - March 2024

- Engineered core gameplay loops in **Blueprint & C++**, translating high-level design documents into functional mechanics.
- Implemented Basic AI behaviors using **Spline-based movement** and location tracking for patrols and player detection.

3D Modeler & Optimizer

Namagames

February 2023 - August 2023

- Created and optimized 3D game-ready assets using **Blender** and **Unreal Engine**, specifically targeting low-end Android devices.
- Reduced draw calls and memory usage by implementing aggressive optimization techniques like **Texture Mipmap** and **Mesh LOD**.
- Delivered assets that met strict technical requirements, maintaining a stable **60 FPS** target without compromising the visual style.

PROJECT

Open Source UE5 Tools

- **MP_Manager**: Engineered a modular multiplayer template plugin that leverages EOS (or any Online Subsystem) to streamline session creation, matchmaking, and server travel.
- **MP_ChatSystem**: Built a lightweight, efficient messaging system relying entirely on native Unreal Engine replication—requiring no external databases or WebSockets—supporting global, team, and private channels.
- **MP_Inventory**: created a modular inventory component with server-authoritative logic for item persistence, trading, and stacking.
- **MP_Aptos**: Engineered a lightweight blockchain integration plugin, wrapping the **Aptos SDK** to allow Blueprints-based wallet connection and transaction signing.

Gear-UP (Vehicle Sandbox)

November 2025 - Present

- Developing a multithreaded, deterministic procedurally generated landscape system.
- Achieved **25 FPS** on Low-end Android Phone with unoptimized Environment and Chaos Physics, pushing the limits of mobile simulation.

Bolt Player

February 2026 - February 2026

- Designed and developed a modern, feature-rich video player in Flutter as a streamlined, user-friendly alternative to VLC.
- Implemented seamless playback support for local media, direct URLs, and YouTube streams, complete with advanced keyboard shortcuts and an intuitive UI.

EDUCATION

B.Tech. Computer Engineering

Gujarat Technological University • Aug 2021 – May 2024

Diploma in Computer Engineering

Gujarat Technological University • June 2018 – May 2021
