Prateek Raghav

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Summary

Canada-based game designer and developer seeking a role in the games industry. Driven by a lifelong passion for gaming and a strong curiosity about how to build fun, artistic, and visually appealing experiences. Blends strong programming and technical development skills with a growing specialty in level design and environment art

Education

Memorial University of Newfoundland 2022 – 2026

Bachelor of Science - Computer Science *St. John's, NL, Canada*

- Object-Oriented Programming, Data Structures & Algorithms, Computer Architecture, Operating Systems, Software Engineering, Human-Computer Interaction, Interactive Technologies, Data Visualization, Computer Networks

Technical Skills

Game Engines: Unreal Engine 5 (Blueprints, C++, UMG), Godot 4 (GDScript), Unity (C#), GDevelop5

Programming Languages: C++, C#, GDScript, Java, Python, HTML5, CSS3, Javascript, JavaScript

3D & Design Tools: Blender, ZBrush, Substance Painter, Figma, Photoshop, Adobe Illustrator

Development Tools: Git, Supabase, Jira, Perforce, Diversion, Visual Studio

Projects

The Rooms | TPS Level Design Project | Unreal Engine 5.6 Feb 2026 – May 2026

- Designed and developed a 15–20 minute stealth level demo featuring vertical traversal, multiple route choices, environmental storytelling, and scripted gameplay systems
- Developed the full level concept, layout, and pacing through iterative blockout, playtesting, and refinement over a 4-month development cycle
- Implemented Unreal Engine 5 gameplay and enviornmental features including trigger-based scripting, audio cues, lighting, cutscenes, and dialogue to support atmosphere and player guidance

TowerEcho | 2D Tower Defense Shooter | Godot 4 April 2025 – May 2025

- Designed and developed a playable 2-level tower defense prototype featuring mouse-aimed combat, enemy wave management, and score-driven gameplay.
- Implemented core systems for enemy AI pathfinding, projectile mechanics, wave spawning, boss behavior, and UI feedback in Godot 4.
- Developed technical systems including save/load persistence, object pooling, singleton-based state management, and desktop input support.

Kivi Board Game | 2D Board Game | Java Swing Sept 2025 – Dec 2025

- Developed a 2–4 player digital adaptation of the Kivi dice strategy board game in Java Swing, supporting human and AI players on a 7×7 grid.
- Implemented core gameplay systems including turn management, dice validation, pattern matching, score tracking, and grid highlighting using an object-oriented architecture.
- Added save/load functionality, accessibility support for color vision deficiency, and AI behavior with easy and hard difficulty modes to improve playability and replay value.

To-Do List App | Utility App | Unreal Engine 5.4 March 2024 – April 2024

- Designed and developed a UI-focused task management prototype in Unreal Engine 5 using UMG and Blueprints, implementing task creation, editing, completion tracking, deletion, dynamic list rendering, and SaveGame persistence.

Habbitto | Habit-Tracking Web App | Vanilla JavaScript, Vite, Supabase

- Designed and developed a habit-tracking web app in Vanilla JavaScript and Supabase, with focus timer and stopwatch workflows, streak tracking, authentication, and local/offline mode support.

Certifications

Level Design Mastery Bootcamp Feb 2026 – May 2026

Course Participant *Stefan Zamfir*

- Completed a 4-month intensive training program in level design focused on building portfolio-ready playable levels, applying practical workflows, and improving design iteration skills