Nandan Jadhav

Game Developer | Technical Game Designer

321-295-1371 | nandanjadhav08@gmail.com

nandanjadhav.com

EDUCATION

Bachelor of Science in Game Design
Full Sail University | 2022
GPA: 3.75 | Class Valedictorian

PROFESSIONAL SUMMARY

Technical Game Developer with 3+ years of experience designing, implementing, debugging, and testing interactive gameplay systems using Unreal Engine 5, Unity, Blueprints, Playmaker, and C#. Experienced in building modular gameplay architectures, implementing interconnected mechanics, resolving gameplay issues, and validating functionality through iterative playtesting. Strong background in systems design, game state management, user interactions, technical documentation, and Agile development. Additional software development experience with Java, object-oriented programming, and AI-assisted development workflows. Comfortable working independently, interpreting technical requirements, and delivering functional, testable gameplay implementations.

TECHNICAL SKILLS

Game Engines: Unreal Engine 5, Unity, Unity Playmaker

Programming & Scripting: Unreal Engine Blueprints, C#, Java, C++, Object-Oriented Programming, Visual Scripting

Gameplay Development: Gameplay Mechanics, Interactive Systems, Game State Management, Event-Driven Logic, Input Handling, Scoring Systems, Progression Systems, UI/UMG, DataTables, Structs, Enums

Debugging & Testing: Gameplay Debugging, Iterative Playtesting, Feature Validation, Bug Reproduction, System Troubleshooting, Functional Testing, Gameplay Balancing

Technical Design: Rapid Prototyping, Modular System Architecture, Gameplay Documentation, Technical Specifications, Feature Requirements, Agile/Scrum

Development Tools: Git, Perforce, Jira, Confluence, Visual Studio, Figma, Photoshop, Aseprite

Additional Experience: RESTful APIs, SQL, Spring Boot, AI-Assisted Development and Debugging Development

PROFESSIONAL EXPERIENCE

Jiracor | Technical Designer & Systems Developer

June 2023 – April 2024

- Developed and implemented interactive simulation scenarios for a U.S. Navy training program using Unity, Playmaker, and C#, translating functional requirements into interactive software.
- Implemented interconnected gameplay and simulation logic, including branching workflows, conditional interactions, state transitions, scoring systems, and player feedback.
- Modified and integrated existing C# scripts to implement project-specific mechanics, refine simulation behavior, and support additional functionality.
- Collaborated with software developers, QA teams, artists, and Subject Matter Experts to identify implementation requirements, troubleshoot functional issues, and validate simulation behavior.
- Tested and iterated on interactive scenarios to ensure gameplay sequences, user interactions, and expected system outcomes functioned as intended.
- Worked in two-week Agile sprints, delivering functional implementations, troubleshooting issues, and preparing scenarios for stakeholder evaluation.

Gourmeal Games Inc. | Game Designer / Executive Producer

April 2022 – March 2023

- Developed an initial functional gameplay prototype for Whack & Snack, implementing foundational gameplay systems, interactions, and animations.
- Designed gameplay mechanics involving scoring, player feedback, progression, and conditional gameplay logic.
- Promoted into a leadership role, coordinating a multidisciplinary team of approximately six contributors across design, programming, art, and audio.
- Produced gameplay documentation, implementation requirements, and development plans to support coordinated feature development.
- Managed sprint planning, development priorities, and project milestones while ensuring deliverables aligned with the game's core design and stakeholder expectations.
- Collaborated with team members to troubleshoot gameplay behavior, iterate on features, and refine the player experience.

Resonance Defuser | Systems & Puzzle Developer

2024–2025 | Unreal Engine 5, Blueprints, UMG

- Designed and implemented interactive puzzle systems involving audio-frequency interpretation, conditional logic, timed player interactions, and multiple gameplay states.
- Developed modular, event-driven Blueprint systems connecting player input, puzzle state management, and UI feedback.
- Implemented validation logic to evaluate player actions, track puzzle progression, and control success and failure conditions.
- Debugged interconnected puzzle systems through iterative testing, identifying issues involving gameplay logic, responsiveness, and user interactions.
- Refined gameplay mechanics and feedback to improve puzzle clarity, system reliability, and player experience.

Lavender Latte Lab | Data-Driven Application Systems Developer

December 2025 – June 2026 | Unreal Engine 5, Blueprints, DataTables

- Developed interconnected Blueprint systems for drink preparation, order generation, ingredient handling, scoring, and order evaluation.
- Implemented gameplay validation logic to compare player-created drinks against target requirements and generate contextual scoring and feedback.
- Created reusable UI and gameplay components to manage player interactions, communicate game states, and support future feature expansion.
- Conducted iterative testing and gameplay balancing to refine system behavior, progression, and responsiveness.
- Used AI-assisted development tools to accelerate prototyping, troubleshoot implementation issues, and support iterative development.

Pizza Panic | Technical Game Designer

- Designed and prototyped the core gameplay loop for a fast-paced arcade cooking game during a two-week game jam.
- Created modular Blueprint systems for order generation, ingredient placement, difficulty scaling, gameplay progression, and scoring calculations.
- Implemented interconnected gameplay mechanics that respond to player actions, order requirements, and changing game states.
- Conducted playtesting to identify gameplay issues, evaluate system behavior, and refine difficulty balancing and player feedback.
- Produced technical design documentation covering gameplay requirements, implementation details, balancing decisions, and feature specifications.

Inventory, Activity & Combat Microservices

Java | Spring Boot | Apache Kafka | REST APIs | SQL

- Developed three interconnected backend services with event-driven communication, persistent game-state data, and RESTful endpoints.
- Implemented player inventory management, item quantities, combat calculations, health and mana systems, and activity tracking.
- Tested application functionality and API behavior, troubleshooting inter-service communication and validating expected system states.