

RISTWAK PANDEY

Game Developer

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👤 Ristwak

SUMMARY

Gameplay-focused Game Developer with experience in VR, Mobile and PC development. Skilled in Unity, Unreal Engine 5, C#, gameplay systems, optimisation and VR interactions. Developed multiple educational and commercial games, and completed two 6-month internships.

EXPERIENCE

Game Developer Intern

Homi Lab

📅 Jun 2025 – Nov 2025

📍 Delhi, India

- Built VR, Mobile and PC games for STEM learning.
- Created physics VR interactions, locomotion and gesture systems.
- Developed modules deployed across Delhi government schools.
- Taught VR/game dev to 100+ students through workshops.

Game Developer Intern

Cybernaut Games

📅 Oct 2024 – Mar 2025

📍 Mumbai, India

- Developed mobile puzzle game like Cloth Sort, Clean Away, Supermarket Sort released on Google Play.
- Implemented sorting logic, raycasts, transitions and animations.
- Optimised the game for low-end Android devices.

PROJECTS

VR Games

Red Storm — VR Survival

Unity, XR Toolkit

📅 Homi Lab

- Created a VR survival experience with a chasing sandstorm, compass and wristwatch timer.
- Implemented JSON-based quiz system and full mission progression.

MoonFrontier — VR Lunar Exploration

Unity, XR Toolkit

📅 Homi Lab

- Developed low-gravity physics interactions and VR movement.
- Built object pickup, tool usage and lunar base interactions.

SKILLS

Programming

C# C++ Python Java

Game Engines

Unity Unreal Engine 5

VR Development

XR Toolkit VR UI/UX
Hand Tracking VR Locomotion
Quest Optimisation

Gameplay Systems

Parkour FPS AI (NavMesh)
Procedural Animation
Physics Interactions

Networking

Photon PUN Multiplayer Basics

Tools

Git Visual Studio Cinemachine
LeanTween

EDUCATION

B.Tech. Computer Science

IIIT Kota

📅 2022 – 2026

📍 Kota, India

ACHIEVEMENTS

🎮 **VR & Game Development**
Developed VR, PC and Mobile games used in educational programmes.

👤 **VR Tutor**
Taught VR/game development to 100+ students in Delhi schools.

🏆 **Mobile Game Release**
Worked on Cloth Sort, Clean Away, Supermarket Sort under Cybernaut Games.

CERTIFICATES

Unity Gameplay Physics (Udemy)

GTA-Style Game Development (Udemy)

Internship Completion — Homi Lab

Internship Completion — Cybernaut Games

Orbit Repair — VR Simulation

Unity, XR Toolkit

📁 Homi Lab

- Designed VR workflow where players suit up, grab tools and repair a satellite.
- Implemented functional buttons, levers and physics-based tools.

Energy Flux — VR Learning Game

Unity, XR Toolkit

📁 Homi Lab

- Built a VR kinetic vs potential energy puzzle system.
- Added answer-based progression and fail-reset logic.

PC Games

Infected — FPS Zombie Shooter

Unreal Engine 5

📁 Personal Project

- Built recoil, firing modes, hit reactions and damage systems.
- Created zombie AI with reactive behaviour and perception.

Parkour 3D — Movement System

Unity, C#

📁 Personal Project

- Implemented wall-run, vault, ledge grab and momentum chaining.
- Designed Cinemachine camera rigs for traversal.

GTA-Style Open World Prototype

Unity, NavMesh

📁 Personal Project

- Developed traffic AI, pedestrian AI, combat AI and mission logic.
- Implemented vehicle physics and city navigation.

Mobile Games

ModelMind — AI Logic Puzzles

Unity

📁 Homi Lab

- Created AI-pattern puzzle challenges with progressive difficulty.
- Designed clean UI transitions and feedback animations.

Cloth Sort 3D

Unity

📁 Cybernaut Games

- Developed T-shirt sorting mechanics using raycasts and LeanTween.
- Created smooth transitions, animations and mobile-friendly UI.