Samuel Salin

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GitHub project showcase (documentation)

Education

Staffordshire University **Sep. 2022 – Dec 2023**
Master of Science in 3D Computer Games Design, CGPA = 7.5 *Stoke on Trent, United Kingdom*

ICAT Design and Media College **Aug. 2018 – May 2021**
Bachelor of Science in Game Design and Development, CGPA = 7.2 *Bengaluru, Karnataka*

Experience

GOC Productions **Sept 2025 – Present**
Unreal Programmer MR/XR/AR *Riga, Latvia (Remote)*

- Developing **AI Bot**, an Unreal **MetaHuman** character with voice, lip-sync, facial animation, and configurable personas (in development).
- Developing **AI Studio** with **ComfyUI and FreeCut** for video and marketing workflows; setting up **multi-PC LLM training using LoRA** on shared GPUs (in development).
- Building **robotics UI and Unreal integrations** for virtual production using **DeckLink, ATEM, vMix, and Ultimatte**.
- Developing **gameplay, multiplayer, and Unreal plugins** using **C++, Blueprints, and WebSocket/HTTP APIs** for My MetaWorld Casino and Crypto Pirates.
- Managing **VPNs, networking, and ESXi VMs** using **Nebula, WireGuard, pfSense, and Cisco switches**.

Sunovatech **Oct 2024 – Sept 2025**
VR Game Developer *Moti Nagar, New Delhi*

- Developed an **Open-World Mafia VR** game and a **PvP VR Shooter** in **Unreal Engine 5**, delivering core gameplay mechanics, combat systems, and VR **UI/UX**.
- Implemented gameplay systems using **Unreal Blueprints** and **C++**, including input handling, interaction logic, and reusable components to support responsive controls and scalable feature development.
- Improved VR runtime stability through basic profiling and performance optimization (frame-time awareness, lightweight UI, reduced hitches) to maintain smooth gameplay and player comfort.
- Projects: **Great Train Outlaws, Croagh Patrick, Chandrayaan VR, Ocean Quest VR, Inside Human Body.**

Voxel Busters Interactive LLP **Jan 2024 – Aug 2024**
Storyboard/Unity Designer *Karkala, Karnataka (Remote)*

- Formulated detailed **Game Design Documents (GDDs)** that outlined core mechanics alongside level flow narratives; enhanced **team collaboration** efficiency by reducing feedback iterations by **25 percent.**
- Contributed to the conceptualization and design of game play experiences in board, racing and bubble shooter games.
- Created comprehensive and streamlined GDDs outlining **core mechanics, gameplay systems, level flow, and narrative elements**, ensuring clarity and alignment across development teams.

Kayoss Studios **Oct 2020 – Feb 2022**
Unreal Engine Programmer/Designer *Bengaluru, Karnataka*

- Assisted in development of a **2.5D open-world RPG** in **Unreal Engine**, supporting core gameplay implementation and content production pipelines.
- Designed and implemented **interactive mechanics** and **level scripting** using Unreal Engine **Blueprints**, integrating Blueprint logic with game assets and UI, and creating reusable Blueprint components to support rapid iteration.
- Created and optimized game-ready assets using **Maya/Blender**, **ZBrush**, and **Substance Painter**, including **UV unwrapping**, **baking**, and **texturing**; ensured performance-friendly assets and clean integration into the Unreal asset pipeline (materials, LODs, collisions) with Blueprint-driven placement and interactions.

Personal Projects

Legend of Prad (RPG Thirdperson Game) | *Unreal Engine 5* **Dec 2023**

- Designed a modular quest framework using **Data Tables and Enums**, enabling flexible quest tracking and configuration.
- Created sophisticated enemy behaviors with **Behavior Trees**, **Blackboards**, and modular components for health, damage, and interactions.
- Designed and integrated Quests, Inventory, Magic, Shop, and Advanced Enemy Systems in Unreal Engine using Blueprints and C++. Leveraged **Data Assets** to manage game data efficiently, ensuring scalability and modularity of features.
- Developed dynamic inventory mechanics with drag-and-drop functionality, **stackable items**, and data-driven shop logic for seamless updates.

Multiplayer Team Deathmatch | *Unreal engine 5, Steam Advanced Sessions* **April 2023**

- Implemented **LAN** and **online multiplayer** in **Unreal Engine 5** using **Online Subsystem (Steam)** and the **Advanced Sessions Plugin**, enabling session creation, discovery, join/leave flows, and stable matchmaking connectivity.
- Developed **replication-ready** gameplay features including **team selection** and **character abilities**, using **Blueprint Interfaces** and Unreal networking patterns (server authority, RPCs, replicated variables) for consistent multiplayer state synchronization.
- Validated multiplayer reliability through iterative testing and debugging (session edge cases, reconnect behavior, and network desync fixes), improving overall stability and player experience during online matches.

CV AR Experience | *Unity Engine, C++,* **October 2020**

- Developed a user-friendly AR interface in Unity using **Canvas Systems** and **Raycasting** for intuitive interaction with virtual objects in the real world.
- Implemented accurate object placement using **AR Foundation**, leveraging **plane detection** and **anchors** to dynamically position assets in the environment.
- Utilized **C++** for custom functionality, **including real-time object manipulation**, **spatial adjustments, and optimized performance for AR-specific workflows.**

Technical Skills

Game Engines: Unreal Engine 5 (C++, Blueprints, Multiplayer/Replication, UMG), Unity.
Networking & APIs: WebSockets, HTTP/REST, JSON serialization, Async programming.
Tools & Pipelines: Unreal Engine Plugins, Editor Workflow Integration, Data Tables, Data Assets.
Source Control: GitHub, Perforce, TortoiseSVN (SVN).
AI Tools: Cursor, ChatGPT, Claude, Gemini.
Other AIs Used: n8n, Base44, Lovable.
Other Software: Autodesk Maya, Blender, ZBrush, Substance Painter, Adobe Photoshop.
Languages: C++, Python, C#, JavaScript.