

Vedang Kadam

📍 United Kingdom ✉️ nuo18@proton.me 🌐 in/nuo18 📄 nuo18.github.io

SUMMARY

I am a final-year game development student at Staffordshire University (graduating in July 2026) with a strong interest in gameplay programming, video game engines, physics and AI systems. I enjoy building interactive mechanics, spending more time on automating a task rather than doing it manually, and advocating for the open source movement. I would like to work in a team with experienced programmers who I can learn from and build great systems with. My dream project is to create a cricket game with the standards and quality of EA. I am currently speedrunning Hades II.

SKILLS

Technical Skills: C++, Unreal Engine, PCG, Java, Python, Lua, GitHub, Linux

Transferable Skills: Development, Programming, Production, Planning, Graphic Design

EXPERIENCE

Tech Lead

Team Nine Lives

January 2026 - May 2026, Stoke-on-Trent, United Kingdom

- Tech Lead for a 23-person Unreal Engine 5 collaboration project, responsible for gameplay programming, technical direction, and integration.
- Developed core systems including combat, knockback, hit stun, camera logic, modular attacks, and input buffering for a platform fighter.
- Managed GitHub workflows, debugging, system integration, and iterative improvements based on playtesting feedback.

Software Intern

Bleezur

April 2022 - September 2022, Karlsruhe, Germany

- Collaborated with senior-level developers to design software that automates the retrieval of client information using APIs from several different applications and automated repetitive tasks and workflows using Python scripting, saving the team an average of 10 hours per week.

COURSEWORK

Leviathan's Gauntlet Collab Game

2025 • Unreal Engine & C++

- Developed ship movement and physics systems, including realistic turning mechanics and tilt for improved player immersion.
- Enhanced gameplay pacing by introducing a sprint/boost mechanic, improving player responsiveness in critical situations.

C++ for Engines

2025 • C++

- Engineered gameplay systems by leveraging C++ and Blueprint interoperability layer to expose modular game logic and reusable components.
- Learned how to develop components, interfaces, events, collision systems, UI, audio, EQS, tools, and multiplayer functionality using C++.

VR Arcade Experience

2025 • Unreal Engine & C++

- Built a VR arcade environment with multiple interactive machines with a unified coin-based system to manage gameplay across all systems.

PCG Space Creator

2026 • Unreal Engine, PCG & C++

- Designed and developed a designer-oriented Procedural Content Generation (PCG) toolset for creating cinematic and gameplay-ready space environments in Unreal Engine.

Local Multiplayer Game

2026 • Unreal Engine

- Built a polished local multiplayer with a gameplay loop supporting up to 4 players in Unreal Engine 5.

EDUCATION

BSC (HONS) Computer Games Development

Staffordshire University • Stoke-on-Trent

International Baccalaureate Diploma Programme

ST. Andrews High School • Bangkok
