Prateek Raghav

St. John's, NL, Canada

siddwayy.dev@gmail.com Portfolio LinkedIn

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.

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
3D & Design Tools: Blender, ZBrush, Substance Painter, Figma, Photoshop, Adobe Illustrator
Development Tools: Git, Supabase, Jira, Perforce, Diversion, Visual Studio

Experience

Founder & Lead Developer July 2026 – Present
Siddwayy Interactive *St. John's, NL, Canada*

- Developing HexaLume, a suspense-driven FPS battle royale in Unity3D for PC, with a focus on low-poly optimization and immersive gameplay systems.
- Designing core mechanics centered on visibility contrast, including lit and unlit room states, radar ping behavior, and stealth-based player flow.
- Prototyping hex-based map traversal, loot placement, and zone-collapse systems to support high-risk tactical gameplay.
- Building and testing gameplay features such as audio cues, weapon visibility effects, and navigation aids for low-light environments.

Game QA Tester Feb 2026 – May 2026
Lionbridge Games Studios *Remote (Montreal, QC, Canada)*

- Logged and tracked bugs in Jira, including reproduction steps, severity, and supporting screenshots or video.
- Executed test cases and regression checks in TestRail, verifying fixes across mobile and other supported builds.
- Used Confluence to document test results, share notes, and communicate QA feedback with the team.
- Helped identify UI, gameplay, and stability issues, contributing to cleaner releases and fewer repeat defects.

Projects

TheRooms | Unreal Engine 5 (C++, Blueprints) Feb 2026 – May 2026

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

TowerEcho | Godot 4 (C#) Apr 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.

KiviBoardGame | Java, Swing Sep 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 7x7 grid.
- Implemented core gameplay systems including turn management, dice validation, pattern matching, score tracking, and grid highlighting using object-oriented design.
- 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.

Where the Birds Are | Python, Plotly Dash, Pandas Mar 2025 – Apr 2025

- Developed an interactive web dashboard and a 36x24 inch print-ready poster for the Johnson Geo Centre to visualize citizen-science birding records.
- Processed over 27,000 observations and 280 unique species from the 2025 eBird dataset using Python, Pandas, NumPy, and GeoPandas.
- Built an exploratory Plotly Dash web application with linked filters, allowing users to analyze geographic hotspots, regional richness, and seasonal activity.
- Designed complex data visualizations using Matplotlib, including a bubble map for observation volumes and a multi-line chart to track migration and breeding peaks.

Education

Memorial University of Newfoundland Jan 2022 – Apr 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 Network