

## Contact

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## Key Skills

- Gameplay & Systems Design
- Rapid Prototyping
- Scripting & Visual Logic
- Multiplayer / Networked Gameplay
- Live Service Development
- Debugging & Performance Optimisation
- Technical Documentation
- Cross-Discipline Collaboration

## Software Tools

- Unreal Engine (Blueprints/C++)
- Unity (C#)
- Perforce
- Jira / Confluence
- Adobe Creative Suite
- Blender / Maya
- Unreal Sequencer / UMG UI Tools

## Education

2018 - 2021  
Brunel University  
Games (Technology) Design BA  
First Class Honours

2007 - 2018  
University College School  
A Levels  
Mathematics, Computer Science,  
Design & Technology,

# KHUSHVEER AHUJA

## Technical Game Designer

Technical Game Designer with 4.5 years of Unreal Engine experience delivering end-to-end gameplay systems for large-scale multiplayer experiences. Proven ability to independently own complex features from early prototyping through implementation, iteration, documentation, and live support using hybrid Blueprint and C++ workflows.

Shipped networked experiences supporting thousands of concurrent players, with ownership of first-time player onboarding, AI ecosystems, navigation, combat systems, and internal tools. Highly iteration-driven and performance-focused, with a strong emphasis on scalable, player-centric technical design. Trusted cross-disciplinary contributor, regularly collaborating on complex debugging, performance optimisation, and system-level problem solving across design and engineering teams.

## Experience

Sept 2021 - Current

### Improbable / Imporium

#### Technical Game Designer

Associate Technical Game Designer, Graduate Game Designer

IMPROBABLE IMPORIUM



#### 🎮 Otherside - ODK, First Trip, Second Trip

- Designed, scripted, and shipped core systems for the Otherside Development Kit (ODK), a foundational plugin providing gameplay mechanics, user-generated content tooling, and blockchain integration, supported by clear technical documentation.
- Sole owner of the First-Time User Experience (FTUE) onboarding and tutorial flow, driving the feature end-to-end from concept and prototyping through implementation, live iteration, and post-launch updates.
- Level designed environments accommodating 7,500 concurrent players; prototyped fully networked AI ecosystems.
- Implemented navigation systems, waypoints, compass, and maps; delivered modular quest systems with integrated UI, animations, SFX/VFX.
- Collaborated cross-discipline to align technical design goals and pipelines.

#### 🎮 Dragon

PROJECT DRAGON

- Designed and implemented scalable weapons and class systems for thousands of concurrent players.
- Built modular medals and rewards systems integrated into ODK.
- Contributed to a Guinness World Record event for 2,197 players on a single server.

#### 🎮 KosmoPop

KosmoPop

- Technical lead for a live K-Pop event starring Alexa & Twice, building a dynamic, networked environment that resized in real time to support ~1,000 concurrent players.
- Designed interactive elements and coordinated cross-discipline delivery, ensuring robust, performant systems throughout the live event.

Aug 2020 - Mar 2021

Aug - Dec 2020

Jul - Aug 2017

### Mayukh.AI Internship

#### 💻 Android App Programmer

- Self taught JavaScript to develop an Android app to help low-income workers in India record credit scores and access loans.

### RoboNext

#### 🎮 Modding Tutor

- Taught game logic and modding via block-based coding; developed structured lessons and mentoring skills.

### Mind Maze Internship

#### 🎮 Game Design Intern

- Built a 3D Unity prototype and scripted gameplay features in C#.

## Extras

- Raised £2200 in a 45 mile Palace to Palace Cycling fundraiser
- Participated in the 5km colour run for the NSPCC Charity
- Completed Gold Duke of Edinburgh

## References

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### Callum Lawson

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