

Yash Saksena

Monash University graduate with a Bachelor of IT, Majoring in Games and Immersive Media. Obsessed with making fun interactive experiences.

EDUCATION:

Bachelor of Information Technology - Monash University

Length: 07/2023 - Present

Location: Melbourne, Australia

Majors & Minors:

- Games & Immersive Media (Major)
- Web Development (Minor)
- Film (Minor)

International Baccalaureate (IB) - Sha Tin College

Length: 06/2018 - 06/2020

Location: Hong Kong (SAR), China

EXPERIENCE:

Monash University - Casual Research Assistant - Melbourne (VIC), Australia

Length: 06/2026 - Present

Description: Preservation project recreating Melbourne in 1942 with *Unreal Engine 5.7*

Achievements/Tasks :

- Created **Procedural Content** including Roads and Buildings in *Unreal Engine 5.7*
- Optimising *UE World partition system* to reduce system overheads in flythroughs,
- Designed *Full Stack REST Architecture* for asset distribution.

Freelance Work - Self-Employed - Hong Kong (SAR), China

Length: 06/2020 - 06/2021

Location:

Description: Produced promotional videos with multiple clients.

Achievements/Tasks :

- Edited 12+ hours of content for clients in the creation of promotional videos.
- Composed multiple shots of high-value items for promotional videos.
- Developed a high-level prototype website frontend for a Suit Company.

Clientele: Voila Jewellers, La Elite Fashions

Fetch Recruitment - Casual Traffic Controller - Melbourne (VIC), Australia

Length: 02/2025 - Present

Description: Managed high-flow traffic.

Achievements/Tasks :

- Effectively worked in a cooperative setting to manage and protect 1000+ vehicles and pedestrians

VISA INFORMATION:

The current visa is a "Student Visa" ([subclass 500](#)).

Applying for "Post Higher education Work stream Visa" ([subclass 485](#)).

When approved, the *485 Visa is valid for 5 years due to Hong Kong Citizenship*.

Gameplay Programmer | Melbourne, Australia

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[LinkedIn](#) | [Portfolio](#)

PERSONAL PROJECTS

Superposition

Length: 08/2025 - Present

- Project & Programming Lead for roguelite boss rush made in *Unreal Engine 5.7*
- Capstone project for BIT

Blend & Conquer

Length: 07/2024 - 11/2024

- A high-level prototype of a 3d top-down "Vampire Survivors" clone. *Made In Unreal Engine 5.4*

Exodus

02/2024 - 05/2024

- A print & play paper prototype of A Turn-based Sci-Fi Action board game.

Vi5-1on

06/2021 - 07/2021

- A low-level prototype of a Horror VR game.

PROGRAMMING LANGUAGES

Objective: C++, C, C#, Java, Python, JavaScript

Database: SQL, SQLite, MongoDB

Misc: HTML, CSS, Swift, MATLAB

SOFTWARE

Primary Engines: Unreal Engine 5, Unity 5

Secondary Engines: Godot, Game Maker Studio 2

Other: GIT, JetBrains Rider, VSCode, PowerShell

LANGUAGES

English - Full Working Proficiency

Hindi - Limited Working Proficiency

Spanish - Elementary Proficiency