Abhiraj Sagar

Bareilly, Uttar Pradesh | abhirajsagar99@gmail.com | https://abhirajsagar.vercel.app

Unity Game Developer with hands-on experience building gameplay systems, tools, and production-ready prototypes across professional projects. Strong in C#, OOP, and scalable game architecture.

Work Experience

Unity Game Developer, Frolic Frog Studios (Feb 2025 - Present)

- Leading end-to-end development of hybrid-casual mobile games.
- Collaborating with artists and designers to deliver polished gameplay experiences.
- Building a custom level editor, reducing level design time by 60%.
- Developing in-engine tools to process assets, cutting preparation time by 40%.
- Managing multiple projects simultaneously, maintaining consistent delivery.
- Creating game creatives and advertisements to support marketing campaigns.
- Rapidly creating multiple prototypes to validate gameplay concepts and ideas.

Unity Game & Full Stack Developer, Innovmeta (Aug 2024 - May 2025)

- Led end-to-end development of the language learning game "Word Rush".
- Built and maintained the admin client using React + Vite.
- Developed the game backend with Node.js + MongoDB, ensuring stable performance.
- Rapidly implemented new features for playtesting and concept validation.
- Integrated AI APIs to provide word pronunciation functionality.
- Designed engaging and interactive gameplay to enhance the learning experience.

Unity Game Developer, Fitcraft (April 2024 - Nov 2024)

- Led end-to-end development of the hybrid-casual math puzzle game "Town Contracts".
- Designed 80+ puzzle levels.
- Implemented gameplay flow, graphics, and interactive features.
- Conceptualized math puzzles and prepared graphics to enhance user engagement.

Skills

Technical Skills

- C# Scripting, OOP, Gameplay Systems & Mechanics
- Multiplayer Game Development
- Prototyping, Debugging, Performance Optimization
- Custom Editor & Tools Development, Level Design & Scene Setup
- Post-Processing, Visual Enhancements, Project Maintenance & Automation
- SDK Integrations, IAP & Ads Implementation

Tools

- Unity Editor, Unity Debugger, Visual Studio Code (VS Code)
- Git/Version Control and Github
- Asset Store Integration, Unity Cloud, Netcode for GameObjects
- Photopea, Mixamo, DOTween

Projects (Live Links in Portfolio)

- Town Contracts – Hybrid-Casual Math Puzzle Game (Unity, C#)
- Jelly Flyer Rush – Hybrid-Casual Mobile Game (Unity, C#)
- Skyline Showdown – Endless Sci-Fi Action Runner (Unity, C#)
- Mr. Fox – Adventure Game Prototype (Unity, C#)
- Endless Tunnel – Hypercasual WebGL Game (Unity, C#)

Educational Background

Bachelor of Computer Applications, RBMI Group of Institutions

Sep 2024 - Present
- Relevant coursework: C, DSA, RDBMS, Java, Python, UNIX, Shell Scripting, Software Engineering