

# Abhiraj Sagar

## Unity Developer

## Contact

### Phone

+91 75056 94477

### Email

abhirajsagar99@gmail.com

### Address

Bareilly, Uttar Pradesh

## Expertise

C# Scripting

Editor Tools

Gameplay Systems & Mechanics

Level Design & Game Logic

UI/UX & Audio Integration

Backend Development

DOTween, Physics, and Optimization

## Language

English

Hindi

## Portfolio & Links

<https://abhirajsagar.vercel.app/>

<https://abhiraj99.itch.io/>

<https://github.com/AbhirajSagar>

## Experience

Feb 2025 - Current  
Frolic Frog Studios

Aug 2024 - May 2025  
Innovmeta

April - Nov 2024  
Fitcraft

Feb - June 2024  
Troak

### Unity Game Developer

Worked as a Unity Game Developer, managing all gameplay programming, systems, and integration, while collaborating with artists who handled models and visuals.

### Game & Full Stack Developer

Worked as a Unity Game Developer and Full-Stack Developer, handling gameplay programming, level design, UI, and audio integration. Additionally built and integrated backend systems for the game and developed a web-based admin platform for the company's internal use.

### Unity Game Developer Intern

Developed the hybrid-casual puzzle game **Town Contracts** for Fitcraft, handling all aspects of development including gameplay, visuals, and audio integration except UI design.

### Unity Game Developer Intern

Developed complete hyper-casual games end-to-end at Troak, handling gameplay, visuals, UI/UX, and audio integration for polished final builds.

## Education

Sep 2024 - Current  
RBMI Group of Institutions

### Bachelor of Computer Applications

BCA – Currently 2nd Year  
(Expected Graduation: 2027)

## Skills

### Game Development

- 2D & 3D game development and prototyping
- DOTween, Cinemachine, and Animator workflow
- Game optimization and performance tuning
- Multiplayer networking (Netcode for GameObjects / P2P)
- Procedural content generation & level design
- AI behavior & pathfinding (NavMesh, custom AI)
- Custom editor extensions and tooling
- New Input system
- Scripting gameplay systems & events
- Debugging, testing, and version control (Git)
- Scene management and loading systems
- Animation blending & state machines

### Web Development

- Frontend Development - HTML, CSS, JavaScript, React, Nextjs, TailwindCSS
- Backend Development - Nodejs, Supabase, Firebase, MongoDB