ABHISHEK KISHORE

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SUMMARY

Unity Developer with 2 years of experience building and optimizing cross-platform 3D applications. Skilled in full-stack development and solving technical challenges. Passionate about collaborating with teams to turn ideas into reality.

EXPERIENCE:

Unity Developer (Full-Time) Sept 2023 - Present
SuperBolter | Bengaluru, Karnataka

- **Full-Stack Unity Development:** Led end-to-end development of 4 concurrent Unity projects, including the flagship browser-based 3D interior design platform. Collaborated closely with Ruby backend and React frontend team to integrate new features.
- Collaborated with UI/UX designers to implement in-Unity interface improvements and user experience enhancements.
- Worked with game designers to prototype and refine new features and optimize existing workflows.
- **Key Feature Development:**
  - Collaborated with the 3D Content team to develop a wardrobe customization system supporting dynamic resizing, door/handle replacement, and modular add-ons.
  - Debugged and resolved critical platform issues, achieving stable, crash-free user sessions.
  - Worked with custom shaders and a path-traced rendering system for photorealistic visualizations.
- **Performance & Optimization:**
  - Optimized WebGL build performance through asset and memory management, reducing load times.
  - Debugged and resolved critical platform issues, achieving stable, crash-free user sessions.
- **Innovation & POCs:** Prototyped VR migration, multiplayer collaboration, dynamic staircase generation and more.
- Prioritized tasks and carefully managed time to consistently meet deadlines.
- Identified issues and provided solutions to problems.

Unity Developer (Intern) June 2023 - Sept 2023
SuperBolter | Bengaluru, Karnataka

- Integrated a GLTF/USDZ conversion plugin into Unity to automate export of 9000+ models and textures from asset bundles, slashing manual workflow time by 70%.
- **Bug Fixes & Features:**
  - Overhauled broken feature integration logic, resolving critical functionality issues.
  - Built a floorplan-to-GLB exporter, where it converted the user's full house project into a single 3D model.
  - Resolver 50+ legacy bugs on the platform.
- Added model-snapping logic to simplify user placement.
- Improved the visual quality without affecting the overall performance of the platform.

EDUCATION:

CGPA - 8.0 | **BSc. in Game Development** | Jain (Deemed-to-be University) | 2020 - 2023

71% | **12th Grade(PCMC)**
Sri Chaitanya Pre-University College | 2018 - 2020

82.72% | **10th Grade(High-School)** | Sri Vidya Mandir Education Society | 2018 - 2020

SKILLS:

- **Programming Skills:** C# JSON, REST API
- **Software/Technical Skills:** Unity Engine, Design Patterns, 3D Math, Profiling, Debugging , Unity Asset Bundles, Shaders, Lighting/Rendering, Autodesk Maya
- **Version Control:** PlasticSCM, Git/GitHub
- **IDE:** Visual Studio, Visual Studio Code
- **Project Development:** Trello, ClickUp

SOFT SKILLS:

- Problem Solving
- Great Communication
- Fast learner
- Highly motivated
- Effective independent/collaborative team member

PERSONAL PROJECTS:

🔗 **Saloon Shooter - PC** | Programmer | Level Designer

- Saloon Shooter is a 3D FPS game where the player has to shoot the bottles in order to win.
- Implemented the shooting mechanics, animations, level design, sounds, and post-processing.
- There are currently three game modes: one has a time limit, another is endless, and the last is slow-motion mode.

🔗 **Treasure Hunt - PC** | Level Designer | Programmer

- Treasure Hunt is an open-world 3D game where the player has to find all the treasures hidden within the map.
- The game takes place in a forest environment made using Unity's terrain tools.
- Used a plugin for implementing volumetric lighting in Unity's core pipeline.

🔗 **Pizza Delivery - PC** | Programmer | Level Designer

- Pizza Delivery is an infinite-runner game where the player has to deliver as many pizzas as possible.
- Implemented map segment control, animations, sound, and level design.

🔗 **Mars Survival - PC** | Programmer | Level Designer

- This is a third-person survival game where the player has to collect crystals to finish the game.
- The player has limited oxygen and has to refill it every time.
- Implemented player-controller, survival mechanics, terrain, sound effects, particle system, and post-processing.

🔗 **Spin - Android** | Programmer | Designer

- Spin is a 2D hyper-casual game that was developed and published on the Play Store by me and a friend under Steadfast Studios, which I co-founded.
- Implemented the core mechanics, enemies, animations, UI elements, sounds, and post-processing.
- I used different plugins like LeanTween and EZCameraShake to add more life to the game.
- It took us a week to develop and publish this game on the Play Store.

🔗 **House of Terror - PC** | Level Designer | Programmer

- This is a small solo project that I made to test the capabilities of Unity's HDRP.
- Designed the interior of a house using paid Unity assets and implemented a player controller with the ability to use a flashlight where there is no light source.
- I added different trigger events like lights flickering and doors banging to scare the players.

🔗 **It's All About Us - PC** | Programmer | Level Designer

- This is a local co-op 2D platformer game that we developed during the Chennai Global Game Jam 2021, and we won 1st place for showcasing this project.
- We had 48 hours to finish this project, and we had a team of five people who made it possible.
- I was one of the lead programmers who helped with the player-controller, enemies, and other mechanics of the game.