

ABIN C

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SUMMARY

Creative and results-driven Unity Game Developer with a strong grasp of C# and hands-on experience building 2D, 3D, and VR games. Skilled in game mechanics, UI design, and performance optimization. Passionate about creating fun, immersive gameplay and solving real-time challenges. Quick learner and team player, ready to bring ideas to life using Unity.

WORK EXPERIENCE

Malger Entertainments

May 2025 - Present

- Developed and optimized interactive 3D, AR, and VR games using Unity and C# for various platforms (mobile, PC, VR headsets).
- Created immersive gameplay systems, custom tools, and user interfaces tailored for AR/VR experiences.
- Integrated AR SDKs (AR Foundation, Vuforia, etc.) and VR frameworks (SteamVR, Oculus SDK) to support real-time interaction.
- Collaborated with designers and artists to bring game ideas to life while maintaining performance and frame rate targets.
- Handled debugging, performance profiling, and cross-platform testing for smooth user experience.

Emergio Games

Mar 2024 - May 2025

- Developed and maintained 2D and 3D casino games including slot machines, card games, and roulette using Unity and C#.
- Implemented game logic, payout systems, and animation effects to enhance user engagement.
- Optimized game performance across multiple platforms, ensuring smooth gameplay and low memory usage.
- Worked closely with game designers and backend developers to sync game flow with server logic.
- Delivered regular updates, bug fixes, and new features in a fast-paced, agile environment.

EDUCATION

Bachelor of Technology (B.Tech)

Apr 2019-May 2023

sreepathy institute of management and technology

ADDITIONAL INFORMATION

- **Technical Skills:** Unity 3D, C#, AR Foundation, Vuforia, WebAR, SteamVR, Oculus SDK, OpenXR, Git, GitHub, Memory Management, Game mechanics, player controls, physics, UI systems (Unity UI, TextMeshPro)

- **Languages:** English, Malayalam