ANUJ SAHU

linkedin.com/in/anujsahu anujsahujbp@gmail.com (+91) 9340947279

Motivated software developer with experience in designing efficient, user-friendly applications across platforms. Excited to use my technical skills and creativity to help a growing development team.

Skills :

Programming Languages	:	C#, Java Script, C++
Game Development	:	Unity 2D, Unity 3D, Photon Pun2, Mirror, AR (ARKit, ARCore, Vuforia), VR (XR Tools, Meta SDK)
Web Development	:	HTML, CSS, JAVA Script
Design & Architecture	:	SOLID Principles, Design Patterns (Singleton, Factory, State, Observer)
Software & Platforms	:	Unity Engine, GitHub, Blender (3D Modeling & Animation), Figma
Specialized Areas	:	Game Optimization, Game Architecture, VR Scene Optimised.

Work Experience :

The Intellify Pvt. ltd. — Ahmedabad(G.J)

Unity Developer — Mar 2025 - Oct 2025

- ➔ Delivered projects within contractual timelines by managing tasks independently and coordinating effectively with cross-functional teams.
- ➔ Collaborated with the **3D modeling team** to integrate optimized assets, ensuring high FPS and smooth gameplay in VR environments.

Cyber Infrastructure Pvt. ltd. — Indore(M.P)

SoftwareDeveloper — Sep 2022 - Jan 2025

- ➔ Enhanced user experience through implementation of various functionalities in games using efficient and reusable code.
- ➔ Conducted rigorous testing, identified and fixed in-game bugs and ensured the code works as expected according to functionality.

Concentrix Pvt. ltd. — Chennai(T.N)

Jr. Software Developer — July 2021 - March 2022

- ➔ Developed interactive games using Unity 2D and Unity 3D, implementing game mechanics, UI, and animations to deliver engaging player experiences across multiple platforms.

Projects :

- 3D Tile-based City Building game: Designed and developed a 3D tile-based city-building game where players can move city-building elements, manage resources, and earn coins. The game features intuitive controls for building, a dynamic earning system, and optimized performance for mobile platforms. The project includes object pooling for efficient memory management and texture compression to reduce asset sizes while maintaining high-quality visuals. Developed using Unity, with a strong focus on game architecture and following SOLID principles.

- Home Design Application: The 3D Home Planner is an interactive application developed using Unity, aimed at providing users with a virtual tool for home construction and planning. The project leverages the EXOA package from the Unity Asset Store, which serves as the foundation for visualizing home designs in a 3D space. This project is not a game but a home planning solution where users can visualize, design, and customize their homes. The platform allows users to create and modify room layouts, place doors, windows, and other architectural elements, and explore the home design in a realistic 3D environment.

- Breaking Bricks game: Breaking Bricks is an engaging arcade-style game where players take on the role of controlling a paddle at the bottom of the screen. The goal is to bounce a ball upwards to break all the bricks above while avoiding the ball from falling off-screen. Featuring dynamic levels, power-ups, and increasing difficulty, this game combines precision and quick reflexes for an exciting experience.

- Slot Game: Developed an engaging and interactive slot game using Unity, featuring dynamic reel spinning animations, random number generation (RNG), and real-time gameplay mechanics. The game includes a functional user interface (UI) that dynamically updates based on player interactions, with features like a betting system and win/loss conditions. Integrated a random bonus feature that rewards players with the same amount as their bet when they win, ensuring a fair and unpredictable outcome.

- Endless Runner : I developed an engaging and fast-paced Endless Runner Game, where the player controls a character to avoid obstacles and accumulate points by navigating through increasingly difficult challenges. The game uses real-time player input to trigger actions like jumping or flipping to avoid oncoming obstacles that move toward the character.

- Strategic Tank Defense : Developed a tower defense game in Unity where players strategically place tanks to defend against waves of enemies. The game features a dynamic economy system where players earn coins by defeating enemies and incur penalties when enemies reach the endpoint. Core mechanics include enemy spawning, tank placement, range-based attacks, and a real-time scoring system to enhance gameplay. The game emphasizes strategy, resource management, and player engagement.

- Dashbound : I developed a 2D fast-paced platformer inspired by Geometry Dash, featuring smooth auto-run mechanics, precision jumping, and challenging obstacle patterns. The game uses Unity's 2D physics system to handle movement, gravity, and collision interactions, ensuring responsive and polished gameplay. The level is fully hand-designed and static, focusing on timing, reflexes, and consistent player control rather than music-based difficulty. Built with attention to detail, the game delivers a fluid experience through optimized movement logic, tight physics handling, and clean obstacle navigation.

- Stadium Builder VR : Developed a puzzle-based VR game in Unity where players must assemble a virtual stadium by locating and placing modular parts in the correct positions within a 5-minute time limit. The game features intuitive VR interactions, including object grabbing, snapping mechanics for precise placement, and a timed challenge to enhance engagement. Core gameplay emphasizes spatial reasoning, exploration, and problem-solving in an immersive environment.

- Biscuit Factory VR : Developed an educational VR simulation in Unity that demonstrates the complete workflow of a biscuit factory. I designed the game architecture to be modular and scalable, ensuring the simulation could be expanded with new features. Core gameplay focused on real-time visualization of industrial processes, where I implemented VR interactions that allowed players to explore and engage with machinery across different stages, including ingredient mixing, baking, and packaging. I developed custom feature systems to accurately simulate each production stage and optimized performance to deliver a smooth, immersive VR experience.

- Barcelona Achievements VR : Created a rhythm-based VR game in Unity where achievements from the FC Barcelona football team move toward the player in a time-controlled sequence. I designed the game architecture to manage year-wise achievements, spawning them dynamically and directing them toward the player. The player must catch the correct achievements to gain a score and avoid incorrect ones to prevent losing lives. I implemented an object pooling system for optimized spawning, year-based achievement progression, and scoring/life management mechanics. The project emphasizes fast reflexes, accuracy, and immersive engagement while celebrating team history through interactive gameplay.

- Fruit Slash VR : Developed an interactive VR fruit-cutting game inspired by fast-paced arcade mechanics. Players use motion controllers to slice flying fruits, testing reflexes and accuracy. Designed and implemented the motion-based slicing system with accurate collision detection and real-time physics. Added dynamic fruit spawning patterns, score tracking, combo multipliers, and particle effects to enhance player satisfaction. Integrated haptic feedback and sound design for a more immersive experience, and optimized the game for consistent performance on standalone VR headsets using Unity's XR Interaction Toolkit.

Educations :

B.Tech (Hons) in Computer Science — July 2017 - April 2021

Rajiv Gandhi Proudyogiki Vishwavidyalaya — (CGPA : 8.16/10)