

ARYAN

Nangloi, Delhi

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EXPERIENCE

MaAvatar

Dec 2023 – Present

Game Developer

Noida, Uttar Pradesh

- Worked on (MaAvatar) (3D Dating Metaverse) from scratch and build the core logic and structured pipeline for meta verse.
- Wrote custom scripts for each mechanism and behavior in metaverse.
- Integrated Technologies such as to create Avatar with identical face .
- Implemented Photon Fusion 2 for multiplayer
- Optimized the Metaverse for 60 fps.
- Create custom behaviour such as (ATV , Boat , Jetski , minigames) for metaverse.
- Create Ocean shader and other VFX for the metaverse.

All Friends Studio

February 2023 – July 2023

Game Developer

Gurgaon, Haryana

- Worked on (Still Alive) (2D platformer) from scratch and build the core logic.
- Wrote custom scripts for each and every behaviour in game.
- Learn concepts such as object pooling , procedural generation
- Work on technology such socket.io,http request-response protocol between a client and server
- Worked on level design.
- Create game U.I. with U.I./U.X. designer

PROJECTS

3D Character Controller | Unity 3d,C sharp

- Reusable state machine system built in C#
- Created States such as Movement, Idle, Running ,Sprinting, Walking, Stopping etc.
- Supports Top-Down, Third-Person, and First-Person modes
- Root motion and physics-aware movement logic
- Video: [Watch Video](#)
- Game: [Experience](#)

Procedural Skybox | Unity URP, Shader Graph + HLSL

- Real-time Day-Night Cycle with dynamic sun and moon
- Cylindrical cloud projection with layered RGB cloud types
- Stylized gradients blending across day phases
- Video: [Watch Video](#)
- Game: [Experience](#)

World Changing Shader | Unity 3D, C Sharp

- Geometry displacement + material override based on player interaction or events
- Depth-aware masking with ground clipping fix
- Built with Shader Graph and custom HLSL for URP
- Video: [Watch Video](#)
- Video: [Experience](#)

Kitchen Rush | Unity 3D, C Sharp

- Created a complicated systems in unity 3D using scriptable objects and object instantiation.
- Used custom shader for rendering textures on gameobject
- Used post processing for bloom and other effects.
- Video: [Watch Video](#)

2D Platformer | Unity 2D

- A Finite state machine for player and enemy.
- Implementation of oops and solid principles
- Expandable Systems(inventory , skill tree ,enemy drop)
- Video: [Watch Video](#)

Dungeon Crawler | Unity 2d,C sharp

- Created a complicated systems in unity 2D with object that interact with one another.
- Used Scriptable object to structure the information for game.
- Used Unity package Utility for making a save system that save data in json format .
- Video: [Watch Video](#)

RELEVANT COURSEWORK

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|---------------------------|------------------------|--------------------------|----------------------|
| • Unity | • HLSL | • SOLID Principles | • Fmod |
| • Shader Graph | • OOPS | • Enemy AI | • Data Structures |
| • Particle System | • Software Development | • Netcode for GameObject | • Socket.IO |
| • Optimization Techniques | Patterns | • Photon Fusion 2 | • Blender 3D |
| • C # | | • Prototyping | • Python Programming |

TECHNICAL SKILLS

Languages: C #, High Level Shader Language(HLSL), Python, NodeJS

Developer Tools: VS Code,Visual Studio

Technologies/Frameworks/Software:Unity Engine,Blender 3D ,SOLID framework ,Object Pooling

Software Development Patterns:Singleton Pattern, Factory Pattern ,Builder Pattern , State-machine Pattern , Decorator Pattern , Observer Pattern , Stratergy Pattern , Command Pattern

Enemy A.I.: Nav-mesh , Behavior tree

Unity Packages:New Input System , Cinemachine , TimeLine , URP ,Shader Graph , Netcode for GameObjects , AI , Photon Fusion 2 , FMod , Probuilder

EDUCATION

Maharshi Dayanand University

Bachelor of Technology in Computer Science Engineering.

Aug 2021 - June 2025 (Awaiting Final Results)

Jhajjar, Haryana

Deepanshu Public School

Class XII, CBSE

2019 – 2020

Nangloi, Delhi