Bhavesh Kadchha

Porbandar, IN | +918347930335
bhaveshkadchha1@gmail.com

Player Bio

Accomplished Senior Game Developer with extensive experience at gaming industry, specializing in Unity3D and C#. Proven track record in architecting scalable game systems and optimizing performance across platforms. Adept at team management and mentoring, driving projects to successful completion while ensuring high coding standards and innovative gameplay mechanics.

Training Grounds

VVP Engineering College | Rajkot, India
B.Sc. Information Technology | 08/2018

Abilities & Perks

Unity3D, C#, Shader Programming, Node.js, HTML5, JavaScript, Zig, Lua

Quest Log

EDIIIE | India, Jaipur
Senior Game Developer | 09/2024 - Present

- Architect and maintain scalable, high-performance game systems
- Define coding standards, conduct code reviews, and mentor developers
- Develop core gameplay mechanics
- Ensure seamless cross-platform deployment (PC, mobile, Web)
- Research and implement new technologies (DOTS, ECS, shaders, etc.)

Jash Entertainment | India, Ahmedabad
Team Leader | 10/2023 - 09/2024

- Led architecture, coding standards, and best practices for scalable game systems
- Managed project timelines, sprint planning, and team task distribution
- Mentored developers, conducted code reviews, and ensured code quality
- Optimized CPU, GPU, and memory for smooth cross-platform performance
- Designed and implemented core gameplay, AI, physics, and networking
- Collaborated with designers, artists, and producers to align technical and creative goals

Rapid Innovation | Remote
Senior Game Developer | 07/2022 - 02/2023

- Designed, developed, and optimized full game architecture and core systems
- Handled gameplay programming, physics, UI, and asset integration
- Managed performance optimization, memory management, and debugging
- Designed game mechanics, economy, and user experience from concept to release
- Conducted extensive testing, bug fixing, and post-launch support

Yudiz Solutions | India, Ahmedabad
Junior Game Developer | 01/2018 - 06/2022

- Learned and implemented new game dev techniques, tools, and best practices
- Developed solo projects, handling gameplay, UI, and core mechanics
- Explored third-party libraries, APIs, and optimization techniques
- Debugged and optimized performance across multiple platforms
- Participated in game jams, prototypes, and open-source projects
- Maintained clean, modular code and documented development processes

Fuel for the Grind

Passionate about playing and analyzing the psychology behind game design, player behavior, and mechanics. Fascinated by the challenge and depth of Souls-like games, with Bloodborne being a personal favorite. Enjoy exploring game difficulty, storytelling, and immersion to understand what makes games truly engaging.

Multiplayer Connections

https://www.linkedin.com/in/bhavesh-kadchha/

https://github.com/BhaveshKadchha