



# MD DILSHAD

Unity Game Developer & C# Programmer

## EDUCATION

- Indira Gandhi National Open University, Bachelor of Arts.
- C# courses at FreeCodeCamp.

## LANGUAGES

- English - B2
- Hindi - native

## CONTACTS

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## SUMMARY

Unity Game Developer with 1+ year of hands-on experience in gameplay programming and system design. Strong foundation in C# and Unity, with a focus on clean, scalable, and production-ready code. Passionate gamer turned developer, experienced in building optimized systems and interactive gameplay.

## SKILLS

- Unity
- C#
- NetCode For GameObject
- Lobby/Matchmaking
- Unity Authentication
- Firebase Authentication
- Git/GitHub
- Shader Graph
- ChatGPT/Copilot
- DoTween
- Photoshop
- Mobile Input System

## EXPERIENCE

### GameLoom Interactive - Internship

August 2025 - December 2025

- Built prototypes for new game concepts
- Developed core game mechanics
- Integrated firebase authentication
- Implemented UI and graphics
- QA & Bug Testing
- Implemented Mobile Input System

### Mountain Bicycle - Personal Project

WORK IN PROGRESS

- Mobile-friendly controls.
- Clean OOP-based code architecture.
- Scriptable Object-based data-driven architecture.
- Event-driven architecture for gameplay events.
- High-performance pooling for infinite environment generation.

### Jump Over - Personal Project

WORK IN PROGRESS

- 2D monochromatic and silhouette art styles.
- Developed interactive wind shaders using Shader Graph
- Built fog shaders with Shader Graph
- Implemented smooth 2D movement & interaction scripts
- Optimized mobile performance by faking depth of field