



# MD DILSHAD

## UNITY DEVELOPER

### EDUCATION

- Indira Gandhi National Open University, Bachelor of Arts
- Unity Developer courses at Coursera/ Youtube
- C# courses at FreeCodeCamp/ Youtube

### LANGUAGES

- English - B2
- Hindi - native

### CONTACTS

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### SUMMARY

Unity Developer practicing for more than 2 years, developing mid-core, casual, and hyper-casual games for PC and mobile devices in 2D, including monochromatic and silhouette art styles.

### 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.io - 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