

Pankaj Sawant

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About Me

I'm a passionate game developer with a strong foundation in Unity, C#, and OOP. I am well versed in Programming Design Patterns as well as Data structures. Through self-learning, I've worked on several projects, building my skills in game design and development for mobile, WebGL, and Windows. I also have experience in QA, which has given me an eye for detail and a focus on delivering polished gameplay. I'm eager to continue learning and growing as a developer.

Experience

Unity Developer at Origami Games

Oct 2024 - Sept 2025.

- Developed multiple client-requested games across genres such as Idle, Tycoon, and Arcade (2D & 3D).
- Built core mechanics for an unreleased in-house title inspired by lara croft go. Used 3D array to build 3D turn based Grid system for game ([Prototype Demo](#))
- **Led a 2-member developer team** to create the core system for this game, writing clean, reusable C# code with SOLID principles new features could be added easily.
- Created Editor tool to design levels faster for this game.
- Added new gameplay features, improved existing systems, debugged issues, set up scenes, and integrated UI and assets.
- Provided feedback on game design and functionality to enhance overall quality.

QA/Game Tester at Upsurge

Dec 2022 - Dec 2023

- Developed and executed detailed test cases for children's educational games on Android, WebGL, and Windows platforms.
 - Conducted various testing types: Functional, Integration, Unit, Regression, and Performance.
 - Reported and documented bugs with clear descriptions, reproduction steps, and supporting media.
 - Collaborated with designers and developers to enhance game functionality and user experience.
 - Applied minor bug fixes in Unity to improve game performance.
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Skills

Technical Skills:

Unity Engine | C# Programming Language | Github | Agile | OOP | SOLID Principle | Design Patterns | DSA | Unreal Engine(Basic) | C++ | Photoshop | Aseprite | Premiere Pro | Visual Studio

QA Skills:

Test Case Planning | Test Case Execution | Functional Testing | Integration Testing | Regression Testing | Unit Testing | Game Testing (Android, iOS, WebGL, Windows) | Bug Life Cycle | Bug Reporting

Soft Skills:

Effective Communication | Team Collaboration | Problem-Solving | Adaptability | Attention to Detail | Creativity and Innovation | Time Management | Critical Thinking | Positive Attitude | Leadership

Personal Projects

HopAndShoot - 2D Action Platformer - [Play](#)

- Implemented C# scripts, Rigidbody, and Animator features.

Little Adventure - 3D Hack-and-Slash Game - [Download](#)

- Utilized Animation Controller, Events, and Character Controller.

Tech Trivia - Quiz Game - [Play](#)

- Developed using Unity's UI system (buttons, layouts, canvas).
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Education

B.Sc. in Computer Science | Mumbai University | M.D. College Parel(E) | **CGPA: 6.34** | July 2018 - May 2021