GUNARAJ POOJARY

+91-9342724466 | gunarajpoojary579@gmail.com | [GitHub Profile](#) | [LinkedIn Profile](#)

Unity Game Developer with hands-on experience in building interactive 2D/3D applications, real-time systems, and scalable architectures using C#, Unity, and design patterns. Quick learner, team player, and passionate about creating immersive gameplay and simulation experiences.

SKILLS SUMMARY

Game Development(PC, Mobile):	Gameplay mechanics, UI systems, physics interactions
Programming & Arcitecture:	C#, C++(Beginner), OOP, Design Patterns and SOLID Principles
Version Control & Collaboration:	Git, GitHub, Jira (Agile), ClickUp, Miro
3D Modeling & Animation:	Software: Blender Modelling and Animation(Beginner)
Soft Skills:	Continuous Learning, Adaptability, Problem Solving, Collaboration

WORK EXPERIENCE

Unity Intern   **Sep 2024 – March 2025**
Realfy Oasis Pvt Ltd | [Certificate](#)

- Developed a fitness application in Unity using MoveNet for real-time motion tracking and pose estimation.
- Integrated Google Fit API to sync user health data and track fitness progress.
- Implemented food and workout APIs for personalized meal plans and exercise recommendations.
- Utilized Firebase for authentication, real-time database, and cloud storage.
- Collaborated closely with the UI design team, backend developers, and senior Unity developer to align features, optimize performance, and ensure smooth integration across systems.
- Designed & optimized an intuitive UI/UX, improving user engagement.
- Applied best coding practices and design patterns for scalability and maintainability.
- Optimized UI/UX and used DOTween for smooth animations, enhancing user engagement.

RELEVANT PROJECTS

Space Object Collector | [Link](#)   **April 2025**
- Designed and developed a 2D arcade-style game where players control a collector to catch falling purple balls (to earn points) while avoiding red balls (which penalize score and time).
- Implemented architectural patterns for clean and scalable code:
    1. MVC (Model-View-Controller): Separated game logic, UI, and player input for maintainable structure.
    2. Service Locator Pattern: Managed cross-scene services like sound, game state, and UI without tight coupling.
    3. Singleton Pattern: Used for centralized managers like GameManager and AudioManager.
    4. Object Pooling: Optimized performance by reusing ball GameObjects instead of frequent instantiation/destruction.

Gravity Shift (Inspired by Sky Beneath) | [Link](#)   **Sept 2024**
- Implemented a gravity-shifting system allowing the player to reorient along different axes and move.
- Utilized Rigidbody physics for realistic gravity transitions and movement.
- Integrated Cinemachine to dynamically adjust the camera based on gravity direction.
- Ensured smooth orientation changes and stable player movement across shifts.

EDUCATION

St. Joseph Engineering College	Mangalore, Karnataka
Bachelor of Engineering (BE) – Mechanical Engineering	**August 2018 - September 2022**
Govt PU College	Navunda, Kundapura, Karnataka
Pre-University Course (PUC), Science (PCMB)	**Jun 2016 - March 2018**

CERTIFICATION/ONLINE COURSES

**Foundational C# with Microsoft	[Certificate](#)**	**Oct 2023**
Unity 2D and C# for Beginner Game Developers	**Jan 2023**
3D Modelling and Texturing With Blender	**Dec 2022**