

Gunaraj Poojary

Unity Game Developer

gunarajpoojary579@gmail.com | [linkedin.com/in/gunarajpoojary](https://www.linkedin.com/in/gunarajpoojary) | github.com/GunarajPoojary

SKILLS

- **Unity Engine:** Proficient with Unity Editor (2D & 3D workflows), Experience with Unity components (Rigidbody, Colliders, Animators, UI, etc.).
- **Programming:** C++ (Basics), C#, OOP Concepts, Design Patterns (Singleton, Factory, Object Pool, Service Locator, Observer, etc.) and SOLID Principles.
- **Tools & Technologies:** Git, Blender (Basics), Visual Studio, GitHub, Jira, Miro.
- **Soft Skills:** Continuous Learning, Adaptability, Problem Solving, Team Collaboration.

EXPERIENCE

Realfy Oasis Pvt Ltd | [Certificate](#)

Sep 2024 – March 2025

Unity Intern

- Tackled the challenge of building a real-time fitness tracking app using Unity and MoveNet for fast, accurate pose detection with AI-driven personalization.
- Integrated Figma designs into Unity, implemented core app mechanics (Screen transition, Individual Screen functionality), developed AI-generated diet/exercise plans, optimized UI with DOTween animations, and ensured seamless API communication using Asynchronous programming.
- Enhanced performance and user engagement by delivering a fluid, responsive UI, proposing and implementing improved design workflows, and fostering effective collaboration with cross-functional teams.

PROJECTS

Space Object Collector | Game Developer | Unity, C# | [Github Link](#)

April 2025

- Designed and developed a 2D arcade-style game where players control a character to catch purple balls for points while avoiding red ones that reduce score and time.
- Implemented scalable architecture using MVC, Service Locator, and Singleton patterns, and optimized performance with object pooling to efficiently manage reusable game objects.

Gravity Shift (Inspired by Sky Beneath) | Game Developer | Unity, C# | [Github Link](#)

Sept 2024

- Implemented a gravity-shifting system enabling the player to reorient along multiple axes with smooth, responsive movement using Rigidbody physics.
- Integrated Cinemachine to dynamically adapt the camera to gravity changes, ensuring stable orientation and seamless gameplay transitions.

EDUCATION

St. Joseph Engineering College

Bachelor of Engineering (CGPA: 6.8/10)

Mangalore, Karnataka

August 2018 - September 2022

Govt PU College

Pre-University Course, Science PCMB (Percentage: 81.2/100)

Mangalore, Karnataka

Jun 2016 - March 2018