

# KAUSHIK MOTISARIYA

## Senior Unity Programmer

Ahmedabad, Gujarat, India

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## SUMMARY

Seeking a Senior Unity Developer role to leverage my 5+ years of experience in Unity 3D, multiplayer networking, and cross-platform integration. Skilled in Live Ops development, Azure DevOps automation, and mentoring teams, I aim to contribute to innovative projects while continuously growing my expertise and delivering high-quality gaming experiences.

## WORK EXPERIENCE

- **Senior Unity Programmer**

**GodSpeed Gaming Solutions Pvt. Ltd. | Pune, Maharashtra**

*(March 2024 – Present)*

- Working on Live Ops multiplayer games, ensuring seamless real-time experiences and stability.
  - Developing and optimizing multiplayer features using Socket IO.
  - Automating build and deployment processes with Azure DevOps, improving development efficiency.
  - Mentoring junior developers, providing guidance on best practices, debugging, and performance optimization.
  - Collaborating with cross-functional teams to enhance gameplay mechanics, UI systems, and networking performance.
  - Communicating with international clients, providing technical insights, and offering accurate project estimations.
- Participating in task planning and creating technical documentation to ensure structured development processes.

**Key Technologies:** Unity 3D, C#, Socket IO, Azure DevOps, Live Ops, Game Optimization, Client Communication, Technical Documentation.

- **Associate Game Developer**

**Tech Extensor Pvt. Ltd. | Ahmedabad, Gujarat**

*(August 2019 – Feb 2024)*

- Designed and developed interactive and immersive games, focusing on performance, scalability, and engaging gameplay.
- Created and improved tools to enhance game development workflows, optimizing specific features and systems.
- Provided technical input and support for audio, visual, and immersive game systems to ensure high-quality user experiences.
- Implemented multiplayer networking solutions using Socket IO and Photon Multiplayer for seamless online gameplay.
- Worked on cross-platform development, integrating Unity with React Native and Flutter for hybrid applications.
- Developed AR and VR-based applications, enhancing interactive experiences for gaming and enterprise solutions.
- Integrated IoT devices with VR games, including:
  - **Cycling Simulation:** Connected an IoT-enabled cycle to a VR game, where user movements were reflected in real-time gameplay.
  - **Physiotherapy & Rehabilitation VR:** Developed a robotics-integrated VR system that tracked hand and leg

movements for physiotherapy patients, enabling interactive exercises through gameplay.

- Ensured accurate project estimations and on-time delivery of tasks while managing multiple projects efficiently.

**Key Technologies:** Unity 3D, C#, AR/VR, IoT, Photon Multiplayer, WebGL, Android (Android Studio), iOS (Xcode), React Native + Unity, Flutter + Unity, Git, Zoho.

- **Game Developer**

**Phoenix Games LLP., Surat**

*(December 2018 – August 2019)*

- Started my journey as a game developer, learning the fundamentals of game development, mechanics, and optimization.
- Worked on internal projects, gaining hands-on experience in Unity 3D, C#, and game logic implementation.
- Developed an understanding of how games are built, structured, and optimized for performance.
- Learned team collaboration, problem-solving, and debugging techniques in a professional environment.

## **Internship**

**Android UI Developer at Simba Infotech, Surat**

*(June 2018 – July 2018)*

Completed an Android UI Developer internship at Simba Infotech, gaining hands-on experience in UI design and development for mobile applications.

## **EDUCATION**

- Bachelor of Computer Engineering ,Ganpat University, Mehsana *(September 2015 – May 2019)*
- Higher Secondary Certificate (HSC) *(June 2013 – May 2015)*
- Gujarat Secondary and Higher Education Board (GSEB) *(June 2012 – May 2013)*

## **SKILLS**

- **Game Development:** Unity 3D, C#, UI Systems, WebGL
- **Multiplayer & Networking:** Socket IO, Photon Multiplayer
- **Cross-Platform Integration:** Android + Unity, IOS + Unity, React Native + Unity, Flutter + Unity
- **Mobile Development:** Android (Android Studio, Native Plugins), iOS (Xcode, Native Integration)
- **Version Control & CI/CD:** Git, GitLab, GitHub, Azure DevOps (Automated Builds)
- **Project Management:** JIRA, Zoho, Basecamp
- **Soft Skills:** Problem-Solving, Teamwork, Leadership, Time Management, Communication

## **INTERESTS & HOBBIES**

- Playing Games