

DIGVIJAY SASANE

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Summary

Seeking an internship or junior developer position in game development to leverage my technical skills in Unity and my passion for creating engaging gaming experiences. I aim to gain practical experience in the industry while contributing to innovative game projects.

Technical Skills

Game Development: Unity

Programming: C#

Concepts: OOPS, Gameplay Design, Visual Design

Skills: Problem Solving, Testing and Debugging

Projects

Cosmic Drift: A 3D Space Exploration Game

Developed in Unity with intuitive controls and engaging visuals.

- Implemented spacecraft movement, acceleration, and obstacle avoidance.
- Designed five unique levels with distinct challenges.
- Created vibrant space environments with appealing visuals.
- Achieved smooth and responsive controls for player navigation.

Castle Defenders: 3D Tower Defense Game

Designed grid-based tower placement mechanics to defend against enemies.

- Managed limited resources for strategic gameplay.
- Created a medieval fantasy theme using voxel art in HD resolution.
- Developed for PC, Mac, and Linux with mouse-only controls.

Zombie Shooter: First Person Shooter

Developed an immersive zombie apocalypse experience with intense FPS gameplay mechanics.

- Designed player movement and shooting mechanics for engaging combat against AI-driven zombies.
- Integrated health and flashlight systems to enhance gameplay tension and navigation in dark environments.
- Created diverse levels using ProBuilder, featuring dark forests and bunkers for exploration.

Certificates

- **C# Unity Game Developer** – Udemy, 2024

Education

Bachelor of Science in Computer Science, Pune University

CGPA: 8.8

2023

Portfolio

You can find all of my games and more information about my work on my portfolio:

<https://digvijay-portfolio-web.onrender.com>