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 Engines: Unity
Languages: C#
Concepts: OOP, Gameplay Systems, Visual Design
Tools: Unity Cloud Build, Google Play Games SDK
Other: Problem Solving, Debugging

Experience

Unity Developer Intern, Dikshavision LLP, Mumbai

- Developed an arcade-style 3D racing game in Unity.
- Implemented spline-based AI for racing opponents.
- Built UI: lap counters, speedometer, menus.
- Integrated Google Play Games SDK and Google Login.
- Used Unity Cloud.
- Created Simple shaders, VFX, and lighting for polished visuals.

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 player controls.

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.

Certificates

C# Unity Game Developer – Udemy, 2024

Education

B.Sc. in Computer Science, Pune University
CGPA: 8.8

Portfolio

digvijay-portfolio-web.onrender.com