DIGVIJAY SASANE

GAME DEVELOPER

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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)

Gameplay Design Visual Design Testing and Debugging

C# Programming OOPS

Problem Solving

PROJECTS (CLICK ON THE NAME OF THE GAME FOR THE GAME LINKS)

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.

<u>Castle Defenders: 3D Tower Defense Game</u>

- 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 Al-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.

EDUCATION

Bachelor of Science in Computer Science

2021 - 2024

Pune University CGPA: 8.8