

RAJAT PATEL

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Dynamic and innovative **Unity Developer** with 7+ years of experience in **Mobile, PC, AR, and VR** development. Specializing in creating high-performance, scalable gaming experiences using Unity 3D, with expertise in **shader** programming and advanced **AI development**. Known for optimizing workflows and delivering engaging user experiences through effective collaboration and technical excellence.

PROFESSIONAL EXPERIENCE

Yudiz Solutions Limited,
Sr. Game Developer

Gujarat, India
July 2019–Present

- Architected and developed **Sportsverse**, an award-winning VR game (**IGDC 2024 AR/VR Game of the Year**) featuring multiple sports mini-games using Oculus and XR Toolkit
- Architected **realtime multiplayer** functionality for **Epiko Regal** using **SOLID** principles and **Photon** Multiplayer, achieving 50k+ downloads
- Engineered **physics-based** gameplay for Pickleball Stars with **Mirror** Multiplayer, ensuring realistic sports mechanics
- Created custom **editor tools**, reducing development time by 20% across multiple projects
- Implemented **performance optimizations** using Unity Profiler, resulting in improved frame rates and reduced memory usage
- Led Agile development cycles as Scrum Master**, managing sprints, team coordination, and project roadmaps via **Jira**.

MAJOR PROJECTS

Jungle Combat (PC)

3D arcade-style action shooter game with intelligent AI system, customizations, and more.

Epiko Regal ([Android](#), [IOS](#))

A real-time strategy multiplayer game with **optimized network architecture** and seamless PvP battles

Pickleball Stars ([Android](#), [IOS](#))

Mobile Sports game with realistic physics, upgrades, tournaments and much more.

Sportsverse ([Meta Store](#))

VR sports simulation with cricket, darts, basketball, bowling, and archery

TECHNICAL SKILLS

- Game Engines:** Unity 3D (C#), Unreal Engine (C++ basics)
- Platforms:** Android, IOS, PC, WebGL, VR
- Programming:** Physics Simulation, Design Patterns, Vector Mathematics, Editor Tools
- Multiplayer Solutions:** Sockets, Third-party tools (Photon PUN, Mirror, MLAPI)
- Graphics:** Shader Programming (CG), Compute Shaders, URP, HDRP
- Performance:** Profiler, Batch Optimization, Draw Call Reduction, Memory Management
- Tools:** Asset Bundles, Addressables, DoTween, Oculus SDK, XR Toolkit, AR Foundation
- SDKs:** Analytics, AdMob, IAPs, Third-party Integrations

ACHIEVEMENTS

- IGDC 2024 Best AR/VR Game Of The Year** – Sportsverse.