

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.