

Rishi Vagadiya

Unity 3D Programmer

Targeting **Unity 3D Developer** roles with an organization of high reputation with a scope of improving knowledge and further career growth.

Contact



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Academic Details

- **Bachelor of Computer Application (B.C.A)**
- Swami Dharmajivandasji I.T-College, Junagadh CGPA: 6.15

Soft Skills

Analytical | Collaborator | Leader | Adaptable

Technical Skills

- **Programming Languages:** JavaScript, Python, Go
- **Frameworks:** React, Express, Django

Core Competencies

Game Development Life Cycle

Performance Optimization

Debugging

Profile Summary

A Unity Game developer with high **problem-solving skills** and develops **complex projects**.

- Passionate Unity Game Developer with experience in creating engaging 3D games. Skilled in C#, game mechanics, and Unity Ads integration. Worked on multiple game projects focusing on performance optimization and user engagement. Eager to contribute to a dynamic game development team and build immersive gaming experiences
- Self - Learned

Work Experience

Unity 3D Developer

VIRTUAL FILAMENTS PRIVATE LTD. Ahmedabad April 2025–March 2025

Responsibilities:

As a Unity 3D Programmer, I was responsible for designing and implementing engaging gameplay mechanics using C#, translating creative concepts into functional systems within the Unity engine. I developed modular scripts to manage game logic, player controls, and interactions while maintaining clean, efficient code for easy debugging and scalability. Collaborating closely with designers and artists, I ensured seamless integration of visual assets and gameplay features. A key part of my role involved performance optimization, where I conducted memory profiling, reduced draw calls, and fine-tuned asset loading to achieve smooth performance across devices. I also handled multiplatform deployment, building games for Android, iOS, PC, and WebGL while customizing UI/UX and input systems for each platform. This diverse scope of work allowed me to contribute to all stages of game development, from prototyping to final build.

Academic Projects

1st Hyper Crowded Color(Game)

Tools : c# Scripts, Unity Engine, Unity Ads and Integrated Other Tools

Description : A 3D running game where players solve math questions while running (e.g., 'What is 2+2?'). The game consists of 5 levels, all created within a single scene using Empty GameObjects. Unity Ads are displayed after each level completion.

Game-Link :- https://drive.google.com/file/d/13oiid8qWvXb2e8iPC3sSCjXkrtbv-KPP/view?usp=drive_link

2nd . Project Type: 3D, Android **o Tools Used:** Unity Engine, C# Scripts, Unity UI Canvas **o Description:** A 3D action game where the player attacks enemies. When the player gets close enemies, then enemy start chasing and attacking. Designed the complete environment and implemented enemy AI behavior .

Game-Link :- https://drive.google.com/file/d/1ePns9H9h8htrAnfnYsxh1q-Z_slxifbn/view?usp=drive_link

Personal Details

Date of Birth: 31 May 2004

Languages Known: English, Hindi

Address: Gujarat Junagadh