



# Vismay Thaker

Unity / Unreal Game Developer

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## Summary

Self-taught GameDeveloper and a passionate gamer. I possess a strong technical background in game development, with experience in 2d, 3d, match3, puzzle based and multiplayer games. Additionally, I have experience integrating various plugins and modules to create unique user experiences, including voice interactions and lip syncing for NPCs. I am always keen to face challenging problems and improve my knowledge which in turn I like to share with people around me.

## Experience

### Honeywell

Unity Developer

**April 2023 - Present**

- Worked on a large codebase, gaining invaluable insights into complex system architecture, collaborative development practices, and effective code management.
- Created an add-on AR app for iPad that allows users to interact with 3D models, offering immersive experiences such as equipment slicing, sequential assembling, and hierarchical isolation.
- I ensured best code practices, fostering performance and optimization through approach discussions and research on scalable solutions. Conducted thorough security checks and implemented measures to meet organizational security standards.
- Collaborating with content creators, I ensured the smooth integration of encapsulated DLLs, fostering content reusability. Developed editor tools empowering them to comprehend real app content effectively.
- My proactive contributions include writing utility classes and shaders to enhance development efficiency, and reducing reliance on third-party tools like Dotween.
- Generated rapid proof-of-concepts to implement new requirements and approaches swiftly. Collaborated seamlessly with documentation, UI, and testing teams to deliver optimal products.

### Virtually

Software Engineer : Metaverse

**June 2022 - March 2023**

- As a proficient Unity Developer and Team Leader, I adeptly orchestrated a team of developers and artists to craft outstanding virtual experiences on the Unity WebGL platform.
- My knowledge and research in multiplayer development, leveraging Photon and Agora technologies, enabled the creation of immersive 3D experiences with audio and video elements.
- A standout accomplishment includes conceptualizing and launching the highly acclaimed "Holiday Express" experience, garnering praise from employees at leading corporations such as Google and Amazon.
- To further elevate user engagement, I leveraged technical proficiency to integrate the ChatGPT API, introducing talking NPCs for enhanced interactivity and user appreciation.

### Yudiz Solutions

Unity Developer

**December 2019 - June 2022**

- Accumulated knowledge and fundamental methodologies within a proficient development team, where I have contributed to diverse projects, including Ninja Jump, 3D Basketball, Procedural Mesh Generation, and Sequence Game.
- Successfully managed concurrent client ventures spanning ML, Match 2, Endless Runner, and VR simulations, ensuring alignment with company goals and client requirements.
- Proactively fostered team cohesion through bonding activities and organized Krunker tournaments, cultivating a positive team culture.
- Engaged in R&D pursuits encompassing the Marching Cubes Algorithm, Mesh Deformation, Raymarching, and Job System.
- Exhibited adept optimization skills using Profiler, Occlusion Culling, and Batch Calls reduction, enhancing performance and user satisfaction. Kept abreast of industry trends, exploring novel coding paradigms like ECS and DOTS.

<b>Skills</b>		
<b>C#</b>	<b>C++</b>	<b>VR / AR Development</b>
<b>Unity</b>	<b>Unreal</b>	<b>Git</b>
<b>Problem solving</b>	<b>Communication Skills</b>	<b>Adaptability</b>
<b>Documentation</b>	<b>Blender</b>	

**Projects**  
**Beach Hangout Game Area**  
Virtually

- Engineered an NPC avatar, namely the Beach Guide, capable of interacting with user voice inputs and delivering responses through a neural-based AI voice. Successfully implemented this functionality by seamlessly integrating ChatGPT, JS Speech Synthesis, and Amazon Polly.
- Utilized Photon PUN for robust multiplayer capabilities, incorporating optimized RPC calls to synchronize the scene among multiple users. Ensured the maintenance of Photon data on the server to prevent disconnection issues.
- Implemented an advanced lip sync feature for NPC avatars during speech, enhancing the overall immersive experience.
- Additionally, authored JavaScript logic for Agora Spatial Audio in Unity WebGL, with guidance and collaboration from Agora developers.

**Toony Bricks**  
Yudiz Solutions

- Developed the match-based puzzle game featuring engaging and challenging levels, daily bonuses, gift boxes, collectibles, boosters, and power-ups.
- Designed and implemented a proprietary level generator along with an algorithm for generating level boundaries using Unity's Line Renderer.
- Introduced Unity testing into the project, leading a comprehensive unit testing session to demonstrate the advantages of Unity Unit Testing to the team.

**ML Robot Arm**  
Yudiz Solutions

- Developed a simulation project utilizing Unity's MAgent framework, where a wheelchair-bound character retrieves food and water with the aid of a robotic arm.
- Established a well-structured and testable environment, including detailed flow diagrams to illustrate the code workflow. Trained the environment using PPO and SAC algorithms to ensure effective learning and optimization.
- Conducted a comprehensive analysis by comparing results, visually represented through graphs generated in Python.

**TransfrVR**  
Yudiz Solutions

- Collaborated with TransfrVR to develop simulations including "Single Conduit Install One" and "Overhead Branch Install Two."
- Implemented custom extensions and generic conditions to streamline code and employed nested prefabs for efficient collaboration within the team, minimizing redundancy.
- Contributed creative insights to enhance the overall simulation experience.
- Engaged in regular weekly calls with the client's artists and game/simulation designers, discussing progress, approaches, and proposing solutions.