

ABHAY PRAJAPATI

Unity Game Developer

- +91 81281 47573 | • abhayprajapati596@gmail.com
- Ahmedabad, India

PROFESSIONAL SUMMARY

Unity Game Developer with hands-on experience in designing and building 2D/3D games and interactive prototypes. Skilled in C#, Unity, and game mechanics, with a strong foundation in object-oriented programming. Passionate about creating engaging player experiences and eager to contribute to a dynamic game development team.

TECHNICAL SKILLS

- **Programming:** C#
- **Game Engines:** Unity 3D
- **Tools & Version Control:** Visual Studio, Git, GitHub
- **3D & Design Tools:** Maya, 3DS Max, ZBrush, Photoshop, Keyshot
- **Concepts:** Game Physics, Animations, UI Systems, Prefabs, Player Movement

PROJECTS

Endless Runner (Unity, C#)

Built an infinite side-scrolling runner with random obstacles and difficulty scaling. Designed UI with Unity Canvas, integrated game states (restart, game over). Optimized animations using Animator & Timeline.

2D Platformer (Unity, C#)

Developed a classic platformer with collectibles, scoring, and smooth physics-based movement. Designed menu systems and transitions using Unity UI.

Rocket Odyssey (WebGL Game)

Developed and deployed a Unity WebGL game for browser play. Focused on clean design, player engagement, and cross-device compatibility. Live: [Rocket Odyssey](#)

EDUCATION

M.Sc. (IT) – Game Design & Development

Gujarat University, Ahmedabad | 2024 – 2025
Focus: Unity Game Design, Programming & Development

BCA – Computer Applications

Shri Chimanbhai Patel Institute, Ahmedabad | 2021 – 2023

PORTFOLIO

- ArtStation: [MyPortfolio](#)
- Rocket Odyssey: [Rocket Odyssey](#)