Vaibhav Bhaladhare

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SUMMARY

Enthusiastic and self-motivated game developer with a strong passion for creating interactive experiences. Hands-on experience with Unity and C# through personal games. Skilled in developing engaging gameplay mechanics and eager to contribute to innovative projects while continuously learning in a collaborative environment.

WORK EXPERIENCE

Game Developer (Dealintra Infotech Pvt. Ltd.)   Jun 2025 - July 2025

During my internship, I gained hands-on experience with the Unity game engine and C# scripting while learning the fundamentals of game development. As part of my training, I designed and developed a mini-game project from concept to implementation, focusing on gameplay mechanics, player controls, and basic UI. This experience helped me understand best practices in game design, debugging, and optimization, while also strengthening my ability to create interactive and engaging gameplay experiences within a short development cycle.

PROJECTS

Save The Spaceship (Unity, C#)

Created a 2D space shooter game where the player controls a spaceship to defend against waves of enemies. Designed three progressively challenging levels with unique enemy patterns. Implemented core mechanics including movement, shooting, collision detection, and enemy spawning, ensuring smooth and engaging gameplay.

3D Maze Game (Unity, C#)

Developed a 3D maze game in Unity where the player navigates forward, backward, left, and right to reach the end point. Designed maze layouts with challenging paths and obstacles such as moving blocks and traps. Implemented smooth player controls, collision detection, and obstacle interactions to create an engaging puzzle experience.

3D Spaceship Landing (Unity, WebGL, C#)

Built a 3D WebGL game where the player pilots a spaceship, avoiding obstacles while navigating through space. Designed mechanics for smooth flying controls, obstacle blocking, and precision landing at a target position. Focused on physics-based movement and responsive gameplay optimized for web deployment.

SKILLS

Programming:	C, C++, C#, Python, HTML, CSS
Game Development:	Unity (2D & 3D), Gameplay Mechanics, Physics, UI/UX
Tools & Platforms:	Git/GitHub, WebGL, Visual Studio, Blender(Basic)
Soft Skills:	Problem-Solving, Teamwork, Creativity, Communication

EDUCATION

2022 - Present	Bachelor's Degree at S. B. Jain Institute of Technology	(GPA: 7.98)
2021	Class 12th Maharashtra Board	(87.50)
2019	Class 10th Maharashtra Board	(83.60)