

VASTAV PANSURIYA

Game Programmer

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Experience

Fears to Fathom-Scratch Creek | Multiplayer Gameplay/System Programmer

Apr 2024 - 2026

Unity | C# | Dialogue System | Netcode (Multiplayer) | Editor Scripting

- Created a networked dialogue system inspired by Road96
- Utilised NPC and Dialogue system
- Networked traffic system
- Clicker in-game minigame
- Networked Notification and Messenger system

Fears to Fathom-EP1/EP2 | Gameplay Programmer

Apr 2024 - 2026

Unity | C# | Android/iOS API | Optimisation

- Boosted FPS from **7-10** to **30** on mid-range mobile devices
- Reduced game size by 80% (**2GB → 400MB**) through scene and asset optimisation.
- Designed an **abstract interaction system**, improving code reusability.
- Decreasing update calls by 60%**.
- Ported pc logics for mobile devices.
- Refactored codebase using reusable architectures and Unity's New Input System.
- Implemented responsive UI for the various types of mobile devices.

Fears to Fathom-Unannounced | Gameplay/System Programmer

Apr 2024 - 2026

Unity | C# | OOP | Editor Scripting | Design Patterns

- Cooking System using Scriptable Objects to manage a variety of recipe types.
- Conflict-free pickup/interaction system with unified input bindings.
- Cleaning System with custom shaders.
- Pedestrian Waypoint System.
- Sequence manager to manage the game story and sequence.

Marquee Solution | Game Programmer

Jul 2023 - Apr 2024

Unity | C# | OOP | UI | Google Ads | Android/iOS API

- Titles include: Keyboard Clicker, Cannon Guardian, Ball Sort 3D, Stack Build, Crowd Clash.
- Ball Short 3D: Crafted 100+ levels using modular level generation with scriptable objects.
- Keyboard Clicker: Contains a data-driven modular UI.
- Utilised Singleton, Observer, OOP, and SRP.
- Implemented Analytics and Monetisation API.

Side Quests @ i3 Simulation, ICB Verse | Programmer

Feb 2025 - March 2025

Unity | C# | OOP | UI | JSON | ffmpeg

- Developed an interview simulation feature that records user progress through JSON data analysis.
- Built a system that parses JSON data and simulates the interview in real time.
- Added session video export using ffmpeg.
- Quality Assurance: Optimised systems based on user feedback, solved technical issues, and implemented analytics to track user interactions and performance metrics.
- NPC State machine and added behaviours for virtual humans.
- Render online JSON nft data in the metaverse.

Personal Projects

Zero Efforts, Hurr, Photon Phobia, PawnGambit [itch.io](#) • [GitHub](#)

Unity | C# | OOP | UI | Design Patterns - Singleton, Object Pooling, Observer, FSM and More

- [Zero effort](#) includes a variety of skills and collaboration with clanmates. [GitHub](#)
- [Hurr](#) was an aim to learn polishing and simple programming patterns, such as ObjectPooling and Singleton.
- [Kitchen Chaos](#) was the learning project from YouTube and includes a variety of programming skills that I still use in my everyday programming. [GitHub](#)

Achivements

First Place @ BYOG 2024 Game jam | Game Programmer [itch.io](#)

2024

Unity | C# | OOPS | Programming Patterns | Puzzle Design

- Lead team of 3 to the first place by creating puzzle game in BYOG 2024
- As a programmer role I crafted system based on GDD provided by Level Designer

Skills

Core

Unity • C# • Design Patterns • OOP • System architecture • Debugging • GitHub

Other

Unreal • C++ • Editor-Scripting • Optimization • Profiling • API • JSON • Photoshop • Notion • Audacity • Dialogue System

Education

Outscal Institute | Game Dev. (Online)

Red And White Institute | Game Dev. (Surat, Gujarat)