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.**
- Boll 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)