

# Vudit Modi

-  Sobha Iris Condominium, Bellandur, Bangalore 560103
-  (+91) 98314 61875
-  [viditmodi05@gmail.com](mailto:viditmodi05@gmail.com)
-  <https://viditmodi05.github.io/Portfolio/>

## Career Objectives

Unity C# Programmer with a background in Game Art, capable of bridging the gap between code and visual design. Experienced in implementing UI systems, integrating assets, and shipping mobile games. Leveraging a dual understanding of art pipelines and programming logic to build polished, efficient games.

## Work Experience

### Unity Developer Intern | Zaan Infotech | October 2024 – January 2025 | August 2025 – December 2025

- Collaborated with a team to develop and ship 3 mobile games to the Google Play Store, handling gameplay mechanics, UI implementation, and touch controls. Worked on making and releasing multiple games on the Google Play Store
- Optimized C# scripts and assets for WebGL client projects, ensuring fast load times and smooth performance across different web browsers.
- Integrated third-party SDKs like the Google ADMob for ads and also resolved bugs to ensure a stable release.
- Translated game design documents into functional features, working closely with artists to implement 2D/3D assets.
- Implemented data persistence systems to save player progress and high scores using PlayerPrefs.
- Developed functional prototypes for 4 additional unreleased projects, iterating on core mechanics and game loops to test design viability.
- Maintained active titles post-launch by releasing content updates, optimizing performance, and fixing user-reported crashes to improve player retention.

## Key Projects

### Shape Shifters | 3 person Team Project | Unity, C#

- Currently working on a 2D multiplayer 3-person CO-OP platformer game in which the players solve different puzzles using different abilities of their characters
- Implemented an online, local and single player game mode
- Using the Finite State Machine to handle character logic

### RTS Strategy Game | Unity, C#

- Currently working on an RTS Game and learning the general framework and patterns in a RTS Game
- Worked using the behaviour tree in unity for unit behaviour
- Used design patterns like the event bus and the command pattern

## Skills

### Programming Languages

- C#: Strong proficiency in gameplay programming
- Web: HTML, CSS.
- C++: Intermediate knowledge (Unreal Engine context).
- Python

### Software

- Engines: Unity, Unreal Engine 5
- Version Control: Git / GitHub.
- Adobe Photoshop and Adobe Illustrator
- Development: Visual Studio Code, Visual Studio Community.
- 3D Software: Blender, Maya, Substance Painter

## Education

- B.Sc Game Art and Design | ICAT Design and Media College | August 23 – Present (April 26)**
- Class 12 | Delhi Public School Ruby Park, Kolkata | May 23 | 87.4%**

## Achievements

- Placed 1<sup>st</sup> in Game Jam Competition – Level Up, Organised by ICAT Design and Media College in Bangalore – 2025
- Placed 2<sup>nd</sup> in Game Jam Competition – Level Up, organised by ICAT Design and Media College in Bangalore – 2024

## Language Proficiency

- English
- Hindi

## Strengths

- Hardworking
- Dedicated
- Team Player