Vidit Modi

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💻 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.
- 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 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#

- Developing a 2D multiplayer 3-Player 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#

- Developing a 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 1st in Game Jam Competition – Level Up, Organised by ICAT Design and Media College in Bangalore – 2025
- Placed 2nd 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