

# Abhishek Pathak

## Unity Programmer

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### PROFESSIONAL SUMMARY

Unity Gameplay Programmer with **1.5+ years of professional experience** building **scalable, performance-optimized 3D games**. Strong in **C#, OOPS, modular architecture, and state-driven systems**. Hands-on experience with character controllers, animation workflows (humanoid rigging, retargeting, Animator Controllers), AI logic, camera systems, and runtime optimization. Passionate about narrative-driven PC/console-style gameplay and clean, maintainable codebases.

### EDUCATION

#### Bachelor of Computer Applications (BCA)

Swami Vivekanand Subharti University, Meerut

Sept 2021 – June 2024

### PROFESSIONAL EXPERIENCE

#### Fanmade Games

Aug 2024 – Jan 2026

##### Unity Game Developer

- Developed and shipped multiple 3D games using Unity and C#, focusing on gameplay systems, AI, animation pipelines, and performance optimization.
- Designed modular gameplay architecture using **OOPS principles, interfaces, state machines, and separation of concerns**.
- Built scalable systems for input, movement, combat, UI, save/load, and progression.
- Optimized CPU/GPU performance using object pooling, draw-call reduction, batching, LODs, and Unity Profiler.
- Worked extensively with **Animator Controllers, humanoid rigging, animation retargeting, and basic IK-aware workflows**.
- Used **Unity ProBuilder** for rapid level block-outs, collision tuning, and gameplay iteration.

### SHIPPED PROJECTS

#### Car Dash 3D

- Implemented core vehicle movement, camera systems, and progression logic.
- Designed a complete **Save/Load architecture** for persistent player data.
- Built scalable content delivery using **Unity Addressables**.
- Applied **SOLID-style modularization** for gameplay, UI, and data layers.
- Performed extensive runtime optimization for low-end hardware.

#### HyperRally 3D

- Developed gameplay systems, player controllers, and level logic.
- Implemented **humanoid animation retargeting** and shared Animator Controllers across multiple characters.
- Integrated Cinemachine for dynamic camera behavior.
- Used **ProBuilder** for rapid prototyping of track layouts and gameplay spaces.

#### Ludo Rally

- Built a complete turn-based board-game system from scratch.
- Designed AI bots, state-driven turn logic, and rule validation.
- Applied clean architecture with decoupled UI, game logic, and data layers.

### PERSONAL PROJECT

#### Zombie Killer (Unreal Engine 5)

- Developed a third-person shooter prototype with wave-based enemy AI.
- Implemented player combat, animation blending, enemy behaviors, and difficulty scaling.
- Gained exposure to PC-oriented gameplay feel, camera language, and combat feedback.

### TECHNICAL SKILLS

**Languages:** C#, C/C++ (Basic)

**Game Engines:** Unity (Advanced), Unreal Engine (Basic)

**Gameplay Systems:** Character Controllers, State Machines, AI, Save/Load, Input, Camera, Combat

**Architecture:** OOPS, Interfaces, Abstract Classes, Modular Design

**Animation:** Humanoid Rigging, Retargeting, Animator Controllers, Basic IK Awareness

**Level Tools:** Unity ProBuilder, Terrain, Lighting

**Optimization:** Object Pooling, Batching, Profiling, Draw-Call Reduction

**Tools:** Cinemachine, Addressables, DOTween, Blender (Intermediate)