

Abhishek Pathak

Unity Game Developer

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PROFESSIONAL SUMMARY

Unity Developer with **1.5+ years of professional experience** building and maintaining Android mobile games. Strong foundation in **C#, gameplay architecture, and scalable systems design**. Experienced in developing live game features, optimizing performance for low-end devices, and implementing structured, maintainable codebases. Exposure to **multiplayer networking concepts (Photon, Unity Netcode)** and interested in building real-time multiplayer systems.

EDUCATION

Bachelor of Computer Applications (BCA)

Swami Vivekanand Subharti University, Meerut

Sept 2021 – June 2024

WORK EXPERIENCE

Fanmade Games

Aug 2024 – Jan 2026

Unity Game Developer (Full-Time)

- Developed and maintained gameplay features for live Android games using Unity (2D & 3D).
- Designed modular gameplay systems including player controllers, state machines, save/load architecture, and progression systems.
- Wrote structured, maintainable C# code following clean architecture principles.
- Optimized runtime performance using object pooling, batching, memory profiling, and Addressables.
- Collaborated with designers and artists to integrate features and ensure production stability.

SELECTED PROJECTS (PRODUCTION)

Car Dash 3D

- Implemented core gameplay systems including player movement, scoring, and progression logic.
- Designed a robust **Save & Load architecture** for persistent player data.
- Implemented **Unity Addressables** for scalable content delivery and reduced APK size.
- Refactored gameplay modules for improved maintainability and performance.
- Ensured stable builds across multiple Android device tiers.

HyperRally 3D

- Built 3D gameplay mechanics and physics-driven systems.
- Implemented real-time score systems and collectible logic.
- Integrated Cinemachine for smooth gameplay-camera transitions.
- Optimized scene management and memory usage for consistent frame rates.

Ludo Rally

- Architected complete turn-based gameplay logic using C#.
- Implemented AI bots using rule-based decision systems.
- Designed player state management and event-driven turn systems.
- Structured codebase for future multiplayer expansion.

ADDITIONAL PROJECT

Zombie Killer (Unreal Engine 5)

- Developed wave-based enemy spawning system with progressive difficulty scaling.
- Implemented combat systems including shooting, health, and damage handling.
- Designed modular AI behavior logic using Unreal Blueprints.

TECHNICAL SKILLS

Game Engines: Unity (2D & 3D), Unreal Engine (Basic)

Programming: C#, Object-Oriented Programming

Unity Systems: Addressables, Cinemachine, State Machines, ScriptableObjects

Multiplayer (Basic): Photon PUN 2, Unity Netcode for GameObjects

Monetization: Unity Ads, Google AdMob, LevelPlay (ironSource)

Tools: Blender (Intermediate), Git (Version Control)