SANJIT KULKARNI

Unity Game Developer

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CAREER SUMMARY

Game Developer with 3+ years of experience in Unity, AR/VR, and Web3 game development. Proven track record in leading game design, optimizing engagement, and implementing innovative blockchain integrations

SOCIAL LINKS

- [LinkedIn](#)
- [GitHub](#)

TECHNICAL SKILLS

- **Game Development**: Unity, Unreal Engine, Web3 SDKs, AR/VR
- **Programming**: C++, C#
- **Blockchain & Web3**: Smart Contracts, NFT Integration, Solidity
- **Tools & Frameworks**: REST APIs, Vuforia, Net code for Game Objects, Git

PROFESSIONAL EXPERIENCE

GAME DEVELOPER | Hind Rectifiers Ltd | Mumbai   Jan 2023 – present

- Developed a **2D Web3-integrated car racing game**, leveraging REST APIs, Web3 SDKs, and smart contracts, resulting in **seamless blockchain-based transactions**.
- Deployed the game on **Android and WebGL**, optimizing **performance by 20%** and integrating **secure payment gateways for crypto transactions**.
- Key **Achievement:** Increased user engagement by **30%** by implementing **real-time NFT rewards and dynamic leaderboard mechanics**.

SOFTWARE ENGINEER (UNITY) | Augurs Technologies Pvt Ltd. | Lucknow   Jun 2022 – Jan 2023

- Designed an **interactive AR experience** using **Vuforia and real-time physics**, simulating daily tasks to improve **user engagement by 25%**.
- Engineered a **real-time image scanning system** for AR applications, reducing **detection lag by 40%** and enhancing dynamic target tracking.
- **Key Achievement:** Spearheaded an **AR-based insurance prototype**, improving user interaction by **30%** through **optimized image recognition and animated policy visualization**.

GAME DEVELOPER | BYJUS Future School | Mumbai   Feb 2021 – Jun 2022

- Designed and developed **5+ in-house Unity games**, incorporating **educational storytelling and physics-based challenges**.
- Mentored **10+ student teams** in game development, improving **project completion rates by 40%** and enhancing **time management skills**.
- **Key Achievement:** Mastered **Roblox Studio within 2 months**, leading **student-driven game projects** that enhanced **learning outcomes** in a gamified environment.

EDUCATION

POST GRADUATE PROGRAM | Game Development | G.A.M.E Inst.   2018 – 2021
BACHELOR'S DEGREE | Information Technology | Mumbai University   2015 – 2018

INTERESTS

Video Games | Abstract photography | Learning Japanese |