Aman Kumar Matta

Unity Developer

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Profile

Versatile Unity developer skilled in 2D/3D, AR/VR, and multiplayer game development. Blends technical expertise with creative vision to craft immersive experiences. Passionate about innovation and collaborating with dynamic teams to push the boundaries of interactive gaming.

Skills

- Unity
- C#
- Optimization Techniques
- Unity Visual Scripting
- Shader Graphs

Projects

Obstacle Course ⬈
Navigate a complex maze, skillfully evading obstacles to reach the triumphant finish.

Flappy Bird ⬈
A Simple Clone of the very popular game Flappy Bird.

Nine men's Morris (Daadi) ⬈
Nine Men's Morris is a two-player abstract strategy game played on a 24-point board formed by three connected concentric squares.

Hero's Hurdles ⬈
A dynamic 2D game showcasing power-ups, varied levels, and obstacles, highlighting strong game design and optimization skills.

Traffic Escape ⬈
My own take and Implentation of the game Traffic Escape.

Professional Experience

Brahman Studios, *Unity 3D Game Developer*
10/2024 – 03/2025 | Hyderabad, India
- Gained hands-on experience in 3D space management within Unity for a cross-platform MMORPG.
- Implemented multi input support, enhancing gameplay accessibility across multiple platforms.
- Contributed to networking solutions, ensuring smooth cross-platform connectivity.
- Responsible for debugging, troubleshooting, and maintaining an existing codebase to improve game performance and user experience.

Kaala Labs, *XR Developer (Unity)*
01/2024 – 09/2024 | Hyderabad, India
- Developed and optimized AR/VR experiences for various devices.
- Solved technical challenges in performance, interaction, and deployment.
- Collaborated with teams to build immersive and user-friendly XR solutions.

Gameshastra Solutions, *Game Programming Intern*
08/2022 – 01/2024 | Hyderabad, India
- Acquired proficiency in writing optimized code, focusing on performance and scalability in multiplayer environments.
- Utilized scriptable objects to streamline game logic and enhance code maintainability in Unity projects.
- Applied Photon Unity Networking (PUN 2) to develop and implement effective multiplayer functionality for the board game 'Daadi', ensuring smooth real-time interactions.