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.