# I'm **Anant**, I'm a Unity Developer.

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## Education

**Summer School –** 2017
Kajaani University of Applied Sciences
Kajaani, Finland

**High School –** 2013
XII, Amity International School
Mayur Vihar Phase-1, New Delhi, India

**Computer Science & Engineering –** 2013 - 2017
B.Tech, JRE Group of Institutions
Greater Noida, UP, India

**Elementary School –** 2011
X, Amity International School
Mayur Vihar Phase-1, New Delhi, India

## Work Experience I

**Senior Unity Developer –** Aug 2020 - Present
Titik Pintar - Gamification Application [Selected for "IMPACT COLLECTIVE" supported by UNDP]

- Performed optimization on pre-existing project, and reduced draw calls by half and application size by 55%.
- Integration Automatic Push Notifications Using OneSignal SDK.
- Worked with REST API's for various functionalities.
- Worked with Socket IO for multiplayer mode.
- Integrated Deep-linking to gather User Acquisition Data on App Install.
- Implemented Cache system for better loading of Video and Image resources.
- Implemented the following SDKs for tracking various things and funnels: Firebase. SDK, Facebook SDK (also for Facebook Ad Campaign), Appsflyer SDK.

**Unity Developer –** Feb 2020 - Aug 2020
Webzool Creative Inc. - RSFUN

- Worked on multiple Slot games, with unique functionalities.
- Made Editor Tools for Developers to automate certain repetitive tasks.
- Handled all the sounds in a data driven manner.
- Used Observer and Event Queue game design pattern
- Reference : https://play.google.com/store/apps/details?id=com.club7.playriver&hl=en

# Work Experience II

### Unity Developer – Jun 2019 - Feb 2020
Big Bee Studios - Undisclosed Multiplayer Game

- Worked independently on gameplay mechanics.
- Worked with Photon PUN-2 Multiplayer.
- Made a character controller for heroes in the game.
- Integrated VFX into character animations.
- Worked with baked and real-time lighting in the game world.
- Used Raycasts to detect damage incurred.
- Used Raw-Access-Input and screenplay NavMesh Input.

Undisclosed Game

- Worked on a 2D top down zombie survival game like brains.i.o
- Used machine learning brain in unity for artificial intelligence.
- Created a genetic algorithm.
- Programmed a neural network and worked with NavMesh Agent.

RSP Slots

- Helped in changing the code architecture of the game.
- Used knowledge of editor scripting to ease the workflow.
- Optimized and documented pre-existing code.

### Unity Developer – May 2018 - May 2019
Madovergames LLC - Monsterpop [Nominated for "Studio Game of the Year" at IGDC-2019]

- Used Unity Editor Scripting for large amount of UI related work.
- Integration of SFX inside the game.
- Used Knowledge of Music to give the game a Musical theme which turns out to be a USP.
- Handled the localizations.
- Worked with Spine Animations.

Slots Blue Diamond Casino

- Worked with programming design patterns. (ex Singleton)
- Worked with unity UI.
- Integration of SFX inside the game.
- Handled the localizations.
- Worked with PFX.
- Reference: www.slotsbluediamond.madovergames.com

# Skills

✔ Unity Animator ★ ★ ★ ★ ☆

✔ Jira / Asana ★ ★ ★ ☆ ☆

✔ Version Control ★ ★ ★ ★ ☆

✔ C# ★ ★ ★ ★ ★

✔ Quick Learner ★ ★ ★ ★ ☆

✔ Team Player ★ ★ ★ ★ ☆