

Anthony Dsouza

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EDUCATION

AJEENKYA DY PATIL UNIVERSITY

BSS. IN GAME DEVELOPMENT

2021-2024

Pune, Maharashtra

Unity & C#,
AR Development with Vuforia,
3D Game development

ST. JOHN JUNIOR COLLEGE HIGHER SECONDARY (SCIENCE)

2019-2021

Palghar, Maharashtra

Score : 74.5

SKILLS

Gameplay Programming: C#, Unity
Gameplay Systems, Input System,
Animation, Physics

Game Development Tools: Unity 3D,
Shader Graph, VFX Graph, Cinemachine.

Multiplayer Development: Netcode for
GameObjects, Nakama, Mirror, Photon
(basic), Client-Server Sync, Firebase

AR/VR Development: Meta Quest,
OpenXR, AR Foundation.


Performance & Debugging: Profiling &
Optimization, GPU Instancing,
Asynchronous Programming (async/await)

3D & Pipeline: Blender, Maya, Git,
GitHub, Visual Studio

LINKS

 github.com/anthonythunder

 [linkedin.com/in/anthony-dsouza-1204](https://www.linkedin.com/in/anthony-dsouza-1204)

 tony-12.itch.io

SUMMARY

Unity Game Developer with experience in VR/AR and multiplayer development, delivering immersive real-time gameplay systems and polished player interactions.

EXPERIENCE

MAHARSHI INDUSTRIES PVT LTD. | VR DEVELOPER

July. 2025 – present | Ahmedabad, Gujrat

- Developed VR training simulations for defense-sector clients.
- Assisted team developers by resolving bugs and creating required shaders using Unity Shader Graph.
- Designed and developed async/await-driven Unity networking code integrated with Nakama WebSocket communication for stable multiplayer runtime behavior.
- Integrated online multiplayer features into VR simulation workflows, enabling remote training experiences.

MARWORX TECHNOLOGIES PVT. LTD | UNITY 3D DEVELOPER

June 2024 – May 2025 | Pune, Maharashtra

- Developed AR human-detection pipelines using YOLOv5 ONNX models with Unity Sentis/Barracuda.
- Implemented multiplayer architecture using Unity Netcode for GameObjects, synchronizing gameplay state with client-server communication.
- Integrated REST APIs into Unity applications to enable dynamic data exchange and real-time updates.
- Collaborated with Flutter developers to embed Unity scenes inside Android apps, delivering seamless cross-platform integration.

KNIGHT MOTION MEDIA LLP. | UNITY 3D DEVELOPER

March 2024 – June 2024 | Pune, Maharashtra

- Developed immersive industry learning and real-estate Windows tour applications in Unity.
- Created an interactive machine-operation simulation for Thermax Ltd., used during product launch and employee training.
- Designed and delivered in-house VR applications for Meta Quest platforms.

FREELANCE EXPERIENCE

- Delivered a VR heritage exploration experience with interactive narration and location-based history hotspots.
- Built a desktop 3D walk-through tool for JM Metacraft, simulating rack layouts with human animation sequences for product demonstration.
- Created custom Unity shaders using Shader Graph for freelance developer.

PROJECTS

- Developing gameplay mechanics inspired by The Legend of Zelda: Breath of the Wild.
- Took part in two game jams, gaining experience in fast-paced development, teamwork, and iterative game design.
- Developed a multiplayer plane simulation game for Android using Photon networking.