

ARYAN KHURANA

Unity Developer | Gameplay, Interactive Systems & AI

Email: Aryan0711d@email.com | Phone: +918449005969 | LinkedIn: [linkedin.com/in/aryan-khurana-7468203ab](https://www.linkedin.com/in/aryan-khurana-7468203ab) | GitHub: github.com/springboardmentor545-lgtm | Portfolio: <https://aryan0711d.github.io/portfolio>

PROFILE SUMMARY

Unity Developer with 5+ years of hands-on experience building gameplay-driven and interactive projects in Unity (2D & 3D). Strong focus on gameplay systems, player experience, and polished end-to-end execution, with an emphasis on turning concepts into fully playable, portfolio-ready builds. Experienced working independently as well as in structured, production-style environments, with a solid foundation in system design, performance awareness, and clean code practices.

KEY HIGHLIGHTS

- Built multiple playable Unity vertical slices focused on gameplay systems and player experience
- Strong experience with lighting-driven environments, audio integration, and UI flow
- Mentored intern teams at Infosys on production-scale systems and clean code practices
- Comfortable owning features from concept to polished delivery

TECHNICAL SKILLS

- Game Development: Unity (2D/3D), C#, Gameplay Systems, Player Controllers, Physics, UI/UX, State Management
- Performance & Build: Profiling basics, optimization, PC / WebGL / Android builds
- AI & Systems: Python, AI-based Applications, Speech Processing, Computer Vision (OpenCV), System Design
- Tools: Git & GitHub, Photoshop, Blender (basic), Shader fundamentals

PROFESSIONAL EXPERIENCE

Infosys Springboard - Paid Technical Mentor (MIT Program) | Remote

- Selected and contracted as a **paid technical mentor** for the Infosys Springboard MIT program, mentoring **6 independent intern batches**
- Guided teams across **IVR systems, EHR medical platforms, medical imaging enhancement**

pipelines, and speech-to-speech and speech-based AI applications

- Led projects through **requirements analysis, system design, implementation, and final delivery**, closely mirroring real-world production workflows
- Reviewed and refactored codebases, enforced **clean code and architecture standards**, and guided version-control workflows using Git
- Provided hands-on support in **debugging, architectural decisions, and feature scoping**, ensuring all projects were deliverable, maintainable, and demo-ready

KEY PROJECTS

Dreamfield - Playable Vertical Slice (Unity, C#)

- Designed and developed a **complete narrative-driven exploration experience** focused on time-bound gameplay, player emotion, and technical polish rather than combat
- Implemented a **day-night cycle directly impacting gameplay pacing**, alongside a rune-collection system with randomized spawn logic
- Built a clear **win/lose state tied to a two-day in-game deadline**, reinforcing urgency and decision-making
- Owned the full player flow end-to-end, including **cinematic intro panels, in-game UI feedback, multiple endings with distinct audiovisual presentation, and a polished main menu loop**
- Emphasized UX and presentation quality through **smooth fade transitions, CanvasGroup-based UI animation, audio timing, and clean state management**
- Demonstrates ability to **scope realistically, integrate interconnected systems, and deliver a cohesive, portfolio-ready experience**

Atmospheric Horror - Gameplay Vertical Slice (Unity, C#)

- Developed an **asylum-based first-person horror experience** centered on environmental transformation and psychological tension
- Implemented **trigger-driven scene state changes**, dynamically shifting lighting, color grading, audio layers, and environmental effects to alter the entire mood and threat level of the space
- Designed immersive horror systems including **flashlight mechanics, light flickering, ambient whispers, spatial sound cues, and responsive audio timing**
- Focused on **grounded first-person movement**, realistic pacing, and performance-aware scene composition to maintain tension without relying on combat
- Delivered a visually polished vertical slice with strong atmosphere, visual fidelity, and cohesive audiovisual storytelling
- Optimized dense indoor environments using baked occlusion culling, static batching, and mixed lighting workflows to reduce draw calls and runtime overhead
- Improved scene performance by over **200% FPS increase** during stress testing through visibility optimization, lighting bake refinement, and controlled real-time shadow usage