Anmol Goyal

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HIGHLIGHTS OF QUALIFICATIONS

- Experienced Unity game developer with 3 years of expertise in Android, WebGL, AR, VR (Meta Quest 2), and PC based games. Proficient in data structures, OOP concepts, and C# design patterns.
- Languages : English | French (Basic) | Hindi | Punjabi

VIRTUAL REALITY PROJECT

Phobia Voyage VR, Capstone Project   **July 2023**
- Led gameplay programming efforts, providing a captivating player experience within a record-breaking development time of 30% faster than projected timeline.
- Optimized and debugged game, resulting in a 25% improvement in VR performance, and a notable 40% increase in player satisfaction, revamping overall gaming experience.
- Played a pivotal role in uplifting game's graphics and lighting, by cooperating with art and design teams, leading to a 20% enrichment in visual quality and contributing to a more immersive player experience.
- Executed an advanced audio system, resulting in a 25% escalation in player engagement and positive reviews, upgrading overall auditory experience in game.

PUBLICATIONS

Ping Pong Mania - Google Play Store, 5k+ downloads
solAR - Google Play Store, 500+ downloads
Kompanions Learnfest - WebGL Application (Live)

PROFESSIONAL EXPERIENCE

Unity Game Developer, Inverse, UK (Remote)   **March 2023 - Present**
- Integrated and customized a chat system deploying Rocket-Chat APIs, facilitating a 40% refinement in user interactions through direct messages, public channels, and message retrieval for raising user interactions.
- Implemented a dynamic game UI linked to server APIs, amplifying user experience across dashboard, chat, profiles, activity feed, and navigation.
- Designed an in-game content editor for asset creation with dynamic move, scale, and rotate features, attaining 30% user efficiency. Integrated user-selected materials and a physics system for elevated customization and realism.
- Optimized game for mobile phones, resulting in a 30% enhancement in overall gameplay smoothness.
- Exercised project with a dynamic tech stack: Unity | C# | Visual Studio | Rocket Chat APIs | Rest APIs for optimal functionality.

Software Developer - Unity Programmer, Gemini Solutions, Chandigarh, India   **May 2022 - November 2022**
- Launched a 2D platformer game with a focus on cyber-security, earning 4.5 average user rating.
- Engineered a user login system leveraging PlayFab, resulting in 30% increase in player engagement and data retention.
- Accomplished core gameplay mechanics, featuring a dynamic control and health system, resulting in a 25% reduction in player frustration and a substantial progress in overall gameplay experience.
- Utilized MongoDB to create an efficient in-game chat, notifications and data save/load system, resulting in faster data retrieval and better player interaction.
- Mentored three interns in game development, ensuring faster onboarding and strengthened team performance.

- Empowered project with a dynamic tech stack: Unity | C# | Jet Brains Rider | PlayFab | MongoDB | Figma for optimal functionality.

Unity Developer, Seraphic Info Solutions, Mohali, India   **July 2020 - June 2021**
- Spearheaded development of multiplayer feature for 2D table tennis game, 'Ping Pong Mania,' resulting in a 40% increase in player engagement and a doubling of concurrent user interactions.
- Achieved seamless synchronization of spine animations over network, resulting in a 25% reduction in latency and ensuring a smooth, immersive gaming experience for players.
- Orchestrated integration of login system and ad network through Google and Facebook, expanding user base by more than 50% and increased revenue by 30%.
- Engineered a dynamic 3D hyper-casual runner prototype with on-the-fly character customization, driving a 25% surge in user engagement. Introduced diverse bot characters, boosting gameplay and extending player retention by 20%.
- Developed an immersive AR application on solar system leveraging Vuforia plugins, resulting in a 25% increase in user engagement and delivering an enriching educational experience.
- Employed projects with a dynamic tech stack: Unity | C# | Rider | Vuforia Plugins | Ads Integration | Firebase | Photon (PUN) | Unity IAPs for optimal functionality.

EDUCATION

Diploma in Virtual Reality Production, Conestoga College, Kitchener, Ontario, CA   August 2023
Batch of 2023
- Developed a captivating Unity VR Horror Game as a Capstone project, spotlighted as an educational example for next intake of students.

Bachelor of Engineering in Computer Science, Panjab University, Chandigarh, India   August 2022
Batch of 2018
- CGPA: 7.9 / 10

TECHNICAL SKILLS

3D Software & Game Engines: Unity, Blender
Version Control: Git, Github, BitBucket
Multiplayer: Photon Plugins, Unity Net-code
Work Management Tools: Jira, Trello
AR/VR: Vuforia Plugins, AR Foundation, Oculus Plugins
Coding Languages: C#, C++, Python
Cloud Technologies: Firebase, PlayFab
Database Integration: MongoDB, Amazon S3
Platforms: Meta Quest2, Android, PC, WebGL
Ad Integration: Facebook Ads, Google Ads
Photo & Video Editing: Davinci Resolve, Adobe Photoshop