CHANDRASHEKHAR

UNITY GAME DEVELOPER

PROFESSIONAL SUMMARY

Unity Game Developer with 5+ years of experience building, optimizing, and shipping 40+ Android & iOS mobile games. Expert in Unity, gameplay systems, UI/UX, character animation, and ad monetization. Strong ownership mindset with proven ability to deliver high-quality games in fast-paced environments.

EXPERIENCE

7SEAS ENTERTAINMENT PVT LTD – GAME DEVELOPER

Apr 2024 – Jan 2026

• Developed Horse World Ride (Android & iOS) from scratch.
• Implemented AI control, save system, ERS, crash logic, tyre temperature & wear systems, race ranking, and leaderboard for Formula Rush.
• Worked on other projects like World War Games,Killer Instinct.

METACODERZ – GAME DEVELOPER

Dec 2022 – Jan 2024

• Led end-to-end development of multiple Unity mobile games.
• Built gameplay mechanics, UI systems, and animation controllers.
• Integrated AdMob ads using Gley plugin across projects.

FRIGATE GAMES– GAME DEVELOPER

Jun 2022 – Dec 2022

• Developed simulation and tycoon-based mobile games in Unity.
• Implemented scalable gameplay logic and UI workflows.
• Improved game stability through profiling and optimization.

TARA GAME STUDIO – GAME DEVELOPER / INTERN

Jul 2019 – May 2021

• Developed games from scratch including UI, levels, and animations.
• Created voxel-based game with multiple levels and UI.
• Worked on educational and simulation-based applications.

KRISHNAVENI TALENT SCHOOLS – MATH TEACHER

Oct 2016 – Apr 2018

• Worked as middle math teacher.

CONTACT

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https://chandras-sketch.github.io/Portfolio/
Hyderabad.

EDUCATION

MALLAREDDY INST OF ENGG AND TECH, 2011 – 15

B.tech,CSE.

TECHNICAL SKILLS

Unity
C# Programming
Gameplay Systems
UI / UX Implementation
Performance Optimization
AdMob & Gley Plugin
GitHub & Plastic SCM
Visual Studio
Microsoft Word