HARSHID GASIL

Game Developer

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Location: Malappuram, Kerala, India

PROFESSIONAL SUMMARY

Dedicated Game Developer with 2+ years of experience developing games in Unity engine. Strong understanding of object-oriented programming with expertise in implementing game functionality as per communicated design. Proven track record in developing and maintaining efficient, reusable, and reliable code for games. Experience coordinating with teams and integrating 3rd party plugins in Unity for Android and iOS platforms.

SKILLS

Technical Skills: Unity 3D, C#, Object-oriented programming, Game Physics, Particle systems, Scripting, Textures, Animation, GUI styles, Game functionality, Efficient code, Integration of 3rd party plugins, Optimization, Profiling, Debugging, Cross-platform deployment, Mobile game development, AR/VR Development, TouchDesigner, Git Version Control, Code review

Soft Skills: Teamwork, Problem-solving, Communication, Conflict resolution, Leadership, Mentoring, Project coordination, Research, Ideation, Analytical thinking

Platforms & Tools: Unity Engine, Android, iOS, Visual Studio, Git, Firebase Analytics, Google Play Console, App Store Connect

EXPERIENCE

Unity Game Developer   January 2025 - Present
Interactive Technical Services   UAE

• Developing games in Unity engine for technical and commercial applications • Implementing game functionality as per communicated design specifications • Coordinating with cross-functional teams to deliver interactive installations • Integrating AR/VR technologies and TouchDesigner for immersive game experiences • Developing and maintaining efficient, reusable, and reliable code for games • Optimizing builds for cross-platform performance and memory efficiency

Unity Game Developer   November 2023 - December 2024
THESUNDAYGAMES   Hyderabad

• Developed 15+ hyper-casual mobile games using Unity engine with 10K+ combined downloads • Implemented game functionality including physics, particle systems, and GUI styles • Coordinated with design team to ensure proper implementation of game mechanics • Developed and maintained efficient, reusable, and reliable code for games • Integrated multiple 3rd party plugins including analytics, ads, and social features • Built custom Unity editor tools reducing level design time by 40% • Applied object-oriented programming principles and design patterns • Performed optimization, profiling, and debugging to improve game performance • Mentored 3 junior developers demonstrating teamwork and conflict resolution skills

Unity Developer Intern   December 2022 - October 2023
Brototype   Calicut

• Developed game prototypes in Unity engine focusing on gameplay mechanics • Implemented object pooling and optimization techniques achieving 35% performance improvement • Applied object-oriented programming and current design patterns • Delivered comprehensive unit tests with 85% code coverage • Collaborated in Agile environment demonstrating strong teamwork and communication skills • Conducted research and ideation for new game concepts and features

PROJECTS

MagicHands - Mobile puzzle game developed in Unity with custom physics implementation and particle systems

Escape Traffic: Car Jam Puzzle - Logic-based mobile game featuring advanced GUI styles and smooth animations

Car Parking: Park It Right - 3D parking simulator with realistic game physics and object-oriented architecture

Dragonborn: Knightfall - Action RPG with particle systems, textures, and 3rd party plugin integration

Vanguard - Multiplayer game demonstrating efficient code practices and cross-platform deployment

EDUCATION

Diploma in Game Development   2022
Brototype, Calicut

Diploma in Instrumentation & Electrical Engineering   2019
Unigrant College of Oil & Gas, Ernakulam

ADDITIONAL INFORMATION

Languages: English (Professional), Malayalam (Native), Hindi (Conversational)
Interests: Playing and researching new games, Game design ideation, Emerging game technologies