

RAYAN MADAN

Software Engineer & Game Developer



Vellore, India



+91 7030912088



rayan-madan



vladthenotsoglad



graphicmismatch.itch.io



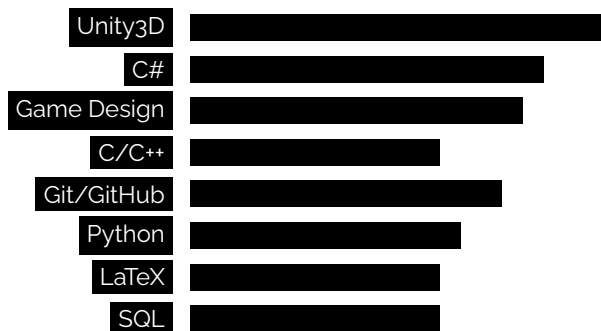
graphicmismatch



rayan.madan.2005@gmail.com

WHO AM I?

I'm a Unity Game Developer and Software Engineer with 3 Unity certifications, 3 Coursera specializations, 4 internships, 12+ game jams, and global competition awards. I specialize in Unity & C#, with experience in XR, AR/VR, systems programming, and full-stack concepts. I'm passionate about building scalable, engaging interactive experiences and collaborating across diverse teams.



EXPERIENCE

- | | | |
|---------------------------------|---|-------------------|
| 01/2025 – 06/2025
Internship | Game Developer Intern
Developed and published "Word Quest 2025" on Google Play Store.
Implemented scalable game architecture and optimized mobile performance.
Collaborated with cross-functional teams using Agile.
Unity3D / C# / Python / Git | Eternoplay Studio |
| 02/2022 – 07/2022
Internship | Unity Developer Intern
Designed and implemented core game mechanics including survival and building systems.
Contributed to world design and optimized geometry rendering.
Applied OOP principles for scalable code.
Unity3D / C# / Git | Corkbrick Europe |
| 09/2021 – 12/2021
Internship | Unity Developer Intern
Reduced APK size by 40% using Unity Addressable Assets with AWS integration.
Developed AR-based apps with ARKit, ARCore, and OpenCV.
Built ML-driven agents with Unity ML-Agents.
Unity3D / C# / Git / Vuforia | Techax Labs |
| 06/2021 – 08/2021
Internship | Unity Intern
Implemented physics simulations for educational apps (refraction, gravity).
Developed reusable modular code components.
Unity3D / C# | Compact Gyan |

EDUCATION

- | | | |
|-------------|---|---|
| 2023 – 2027 | B.Tech - Computer Science and Engineering
Extracurricular Activities: <ul style="list-style-type: none">• Senior Core (Game Dev / XR) at Google Developer Student Club (GDSC-VIT)• Mentoring juniors, hiring, and guiding hackathon teams | Vellore Institute of Technology - Vellore |
| 2021 | Grade X - ICSE (93.2%)
Computer Applications - 100% | Vibgyor High, Pune |
| 2023 | Grade XII - CBSE (77.8%)
Informatics Practices - 92% | Abhinav English School, Pune |

CERTIFICATIONS & COURSES

- Unity Certified Professional: Programmer (2021–2024)
- Unity Certified Associate: Programmer (2021–2024)
- Unity Certified User: Programmer (2021–2024)
- Coursera Specializations:
 - C# Programming for Unity Game Development (University of Colorado)
 - Extended Reality for Everybody (University of Michigan)
 - Game Design: Art and Concepts (CalArts)
- Google Cloud Generative AI (Prompt Engineering, Vertex AI, Streamlit)

PROJECTS & GAMES

- **Defrost** (Winner - CodeDay 2022 World Champion & Best in Class)
- **Pandaemonium** (Ludum Dare 55) - [Link](#)
- **Dream** (Russia Summer Game Jam) - [Link](#)
- **Echoes From Below** (Pixel Game Jam) - [Link](#)
- **SpeedDemon** (Genesis Studio 2 Stage, VIT) - [Link](#)
- **WASDE** – Dialogue editor built in Unity

AWARDS

- CodeDay Summer 2022 – World Champion Excellence Award & Best in Class Game
- VIT GDSC WomenTechies'24 Hackathon – 3rd Place (AR-based project)
- Genesis Studio 2 Stage – 1st Place (Game Jam, VIT Gravitas)

LANGUAGES

English - Native
Hindi - Native
Marathi - Mother Tongue
French - Basic

TECHNICAL SKILLS

Unity, C#, C/C++, Python, Java, SQL, Git/GitHub, Unix/Linux, Bash, Postman API Testing, Blender, Aseprite, GIMP, OpenMPT

HOBBIES

Listening to music, playing innovative indie games, exploring electronics & tinkering with software projects.