

RAYAN MADAN

Software Engineer & Game Developer



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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	Game Developer Intern	Eternoplay Studio
Internship	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	
02/2022 – 07/2022	Unity Developer Intern	Corkbrick Europe
Internship	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	
09/2021 – 12/2021	Unity Developer Intern	Techax Labs
Internship	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	
06/2021 – 08/2021	Unity Intern	Compact Gyan
Internship	Implemented physics simulations for educational apps (refraction, gravity). Developed reusable modular code components. Unity3D / C#	

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.