

# RAYAN MADAN

Software Engineer & Game Developer



Vellore, India



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rayan-madan



vladthenotsoglad



graphicmismatch.itch.io



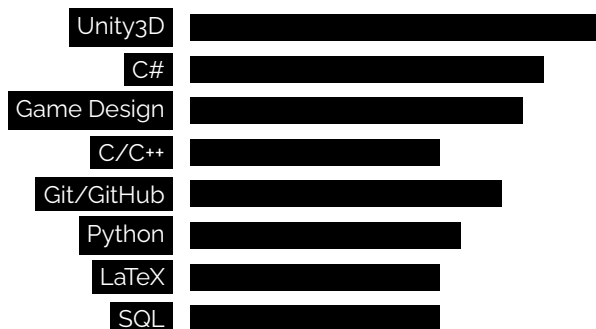
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## WHO AM I?

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

## EDUCATION

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