

Terra

Unity Developer

April 2025 - Present

- Contributed to the full development cycle of multiple Unity-based titles for mobile, from prototyping and systems design to final polish and optimization.
- Designed a **Multiplayer** stack using **Netcode** for GameObjects supporting both Relay and Dedicated servers, used by all teams to create immersive multiplayer titles.
- Developed various multiplayer games in multiple genres like **Racing, FPS, Sports**.
- Contributed to development of LLM based game stack, combining text, image and voice generation to create experiences powered by AI

Junior Unity Developer

July 2023 - April 2025

- Collaborated with Designers/Artists to develop the game and ensure alignment with the creative vision.
- Optimized overall build sizes by 40-60% using Asset Bundles and **Reduced Load** times by 50%.
- **Optimized CPU and GPU** performance, reducing draw calls and memory usage, and ensured smooth gameplay on mid-tier mobile devices
- Developed multiplayer titles and shared experiences using the Mirror networking stack.
- Debugged and resolved complex gameplay, reduced networking latency, and increased systems reliability by 30%.

Unity 3D Intern

April 2023 - June 2023

- Worked on multiple mini games both single and multiplayer in a shared world

The Time Smiths

Graphic Designer

February 2022 - November 2022

- Designed year books templates for the company brochure.
- Collaborated with clients and on end to end design of yearbooks.
- Designed yearbooks for SNMC Jodhpur, IFMR GSB, AIIMS and IIT H

PROJECTS

Speed Pursuit - Multiplayer Racing

- Developed a racing game with single player and multiplayer.
- Built adaptative AI with **rubber banding** to give the players an always exciting experience.
- Optimized the scene for fast paced action with **LOD systems and culling**
- Built custom network sync components to handle high speed moving objects and to deliver a consistent lag free experience.

Arrow Master - Single Player Rogue-Like

- Developed a single player action rogue like
- Built a scalable combat system with multiple status effects and damage types
- Built a rogue like system with over **50 power ups and 30 levels**

EDUCATION

ICAT College Of Design & Media

BSc. - Game Design & Development

2020-2023, Bangalore

SKILLS

Technical Skills

C# • C++ • Python

Tools

Unity • Unreal • Photoshop • Maya • ZBrush • Substance Painter