Hrishik Arora

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About Me

Skilled programmer and game developer with expertise in Unity and a solid foundation in Game Mathematics, C#, C++, Data Structures, and Algorithms. I have a passion for creating immersive gaming experiences that captivate players and push the boundaries of creativity and technology. My experience spans mobile gaming projects across key sectors: Online Gambling & Casino, Entertainment, and EdTech and more.

In addition to my technical skills, I stay engaged with the latest trends in game development and have a keen interest in crime-based TV shows.

Professional Experience

Junior Game Developer, Webmobril Gaming Studioz – Indore, India   Jul. 2024 – Oct. 2024

- Led the development as the **sole Unity Developer** for a multiplayer card game, focusing on gameplay mechanics, player interaction, and optimizing the user experience.
- Integrated backend systems by incorporating API communication for real-time data synchronization, improving the functionality and responsiveness of the game.
- Led debugging and performance optimization efforts, ensuring a smoother and more stable user experience.
- Contributed to systems supporting secure player transactions and compliance with industry standards for real-money gameplay in regulated markets.

Junior Game Developer, Gameshastra – Hyderabad, India   Jul. 2023 – Jul. 2024

- Led the development of an interactive gaming project, implementing a dynamic UI, online features, and design patterns such as Object Pooling, resulting in a **30% performance improvement** during testing.
- Oversaw cross-functional collaboration to integrate key in-game features and optimize server data synchronization, achieving a **20% reduction in server-related bugs** and enhancing game stability.
- Guided a team of 4 interns, conducting training and code reviews, leading to a 40% improvement in code quality and a **30% faster onboarding process**, boosting productivity.
- Contributed extensively to two published games, Song Beat and Desi Beat, focusing on gameplay mechanics, performance optimization, and feature implementation.

Summer Internship, Sphinx Solutions Pvt. Ltd. (Internship) – Pune, India   Jun. 2022 - Jul. 2022

- Designed a quality dashboard using C# Asp.Net for a multinational cosmetic company, collaborated with cross-functional teams to enhance existing dashboards, resulting in a 25% improvement in operational efficiency and better-quality management

Personal Projects

- **Delirium Odyssey**: Created a 3-D multiplayer obstacle race course game with active ragdoll using Unity's Netcode For GameObjects, Relay and Lobby
- **Combat System**: Created 3-D combat system incorporating Enemy AI, Animation events, combat dodging, counters and finishers
- **A* PathFinding Algorithm**: Created algorithm will find the shortest distance to destination avoiding obstacles.

Skills

Unity (C#), C++, Python, Problem Solving, C# ASP.NET, Data Structure And Algorithms, Mathematics, Design Patterns, 3D Modelling, Animation, Game Design, OOPS, Git, Visual Studio, Debugging.

Education

Medi-Caps University, B.Tech (Computer Science)   2023
Shri Agrasen Vidyalaya, AISSCE (12th Boards PCM)   2019