

# Aditya Vijay Sirsat

Game Programmer & Level Designer

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📍 Kalyan, Maharashtra, India

## About Me

Passionate about video games both as a player and a creator, I've honed my skills for 3 years as a Game Programmer and Level Designer. Well-versed in Unity C# and UE4 Blueprints.

## Skills

Unity Engine   Unreal Engine   C#   Blender   Git

Visual Scripting

## Languages

English (Proficient)   Marathi (Native)   Hindi (Proficient)

French (Conversational)

## Certificates

### Ubisoft Game Development Workshop

IIT Bombay (Techfest), 2023

## All my links

🐙 GitHub

🌐 LinkedIn

🎮 Itch.io

📺 YouTube

🔗 My Website

## Education

### Amity University Mumbai

B.A (Multimedia & Gaming), 2021-2024 | CGPA: 9.20

### South Eastern Finland School of Applied Science

Introduction to Video Games Creation, 2022-2023

## Work Experience

### UNITY DEVELOPER INTERN

ThatsAwesome!studio , March 2024 - May 2024

#### Rolling Ball Game

- Created GDD outlining game features and styling.
- Designed game levels using Unity and Blender.
- Developed UI/UX with cohesive color schemes.
- Managed scriptable objects for ball inventory.
- Implemented ball purchase and instantiation system.
- Handled player respawn, win/lose, and level management.
- Integrated rewarded and banner ads with Google Mobile Ads.

#### Screw Unscrewing Game

- Documented technical changes, code updates, and project progress.
- Designed UI/UX for canvas panels with proper color schemes.
- Developed C# scripts for screw and hole detection mechanics.
- Created balanced levels from easy to hard for smooth progression.
- Added Replay and Destroy features to assist stuck players.
- Integrated rewarded and banner ads using Google Mobile Ads.

#### Automatic Car Driving Mechanic

- Implemented autonomous car driving mechanics using Unity's physics engine
- Developed C# scripts for precise car movement and turning dynamics
- Created responsive trigger-based navigation systems
- Added some UI to show the Speed and Fps