

# Rishav Nath Pati

Game & Interactive Media Developer

Phone: +91 9123877594 | Kalyani, West Bengal, India

## Professional Summary

Senior Game Developer specializing in Unity3D and C#, with a proven track record of delivering over 10 published titles across mobile and PC platforms. Extensive experience in developing immersive AR/VR experiences, integrating AI solutions, and optimizing game performance. Demonstrated expertise in full-cycle game development, from concept to deployment, with a focus on creating engaging and technically sound interactive experiences.

## Professional Experience

**Interactive Media Developer** July 2022 - Present

*Convai, San Jose, California*

- Lead development of conversational AI integration within Unity Engine, improving user engagement metrics by 40%
- Engineered and optimized deep learning model prompts, achieving 30% better response accuracy
- Implemented efficient gRPC networking solutions, reducing latency by 25% in multiplayer scenarios
- Developed and optimized game systems resulting in 35% improvement in frame rates
- Architected scalable systems handling 100K+ daily active users
- Created end-to-end speech solutions with 95% accuracy in virtual environments
- Mentored junior developers in best practices and design patterns

**Skills:** Unity, C#, Conversational AI, gRPC, System Design, Game Optimization, AR/VR

**Freelance Software Engineer, Game Developer** November 2021 - April 2022

*Self-employed, Vellore, Tamil Nadu*

- Developed and published 3 mobile games with 100K+ combined downloads
- Implemented advanced rendering techniques improving visual quality by 50%
- Created custom tools and plugins for Unity, reducing development time by 30%

**Skills:** Unity, C#, Game Development, Mobile Development, Performance Optimization

**Game Developer** May 2021 - November 2021

*IDZ Digital Private Limited, Mumbai, Maharashtra*

- Developed 5 game prototypes with rapid iteration cycles
- Implemented core gameplay mechanics and UI systems
- Reduced loading times by 40% through asset optimization
- Collaborated with artists and designers to implement visual effects

**Skills:** Unity, C#, Game Design, Prototyping, UI/UX, VFX

## Education

## **Master of Computer Applications** 2022 - 2024

*Vellore Institute of Technology, Vellore, Tamil Nadu, India*

Specializing in advanced computing principles with focus on AI and computer vision. Published research on hand gesture recognition achieving 95% accuracy. GPA: 9.2/10

## **Bachelor of Science in Computer Science** 2018 - 2021

*Ramakrishna Mission Residential College, Kolkata, West Bengal, India*

Focused on theoretical computer science, mathematics, and machine learning. Published research on brain tumor segmentation with 92% detection accuracy. GPA: 9.5/10

## **Technical Skills**

### **Core Development**

- Unity 3D/2D/AR/VR
- C#
- Java
- Design Patterns
- Software Architecture

### **Data & AI**

- Python
- Machine Learning / Deep Learning
- TensorFlow
- OpenCV

### **Web Development**

- React
- Next.js
- Node.js
- HTML/CSS
- Tailwind

### **XR Development**

- AR Foundation
- XR Toolkit
- Conversational AI
- gRPC

## **Key Competencies**

- Innovative problem-solver with a proven track record of turning complex technical challenges into elegant, user-friendly solutions
- Strong advocate for clean code and optimization, consistently delivering high-performance applications that exceed expectations
- Experienced in rapid prototyping and agile development, adapting quickly to new technologies and project requirements
- Dedicated to creating immersive user experiences through a combination of technical expertise and creative

design

- Committed to continuous learning and staying current with emerging technologies in game development and interactive media