RAVI
Game Developer

Contact

Phone
+91 9258845907

E-mail
rvch752@gmail.com

Competencies

Mobile Game Development

C#

Debugging

Version Control

Space Optimization

Game Design

Bug Fix

Game Prototypes

Multiplayer

Unity Tools

2D , 3D

MecAnim

API's

Profiler

Post Processing

Addressables

Cinemachine

Timeline

Passionate Unity Game Developer | Expert in C# | Creating Immersive Gaming Experiences.

Specializing in Unity game development across various platforms, including Android, iOS, Windows, Mac, and Web-GL. Seeking a dynamic role in the gaming industry to further advance skills and contribute to the creation of exceptional projects.

Work History

2023-12 — 2024-03

Lead Game Developer
Animo, Bangalore

- Led a pioneering project focused on custom animation solutions for Meta Human characters, specializing in Unity's animation system and animation rigging.
- Collaborated with cross-functional teams to optimize the communication protocols between Unity and the Node.js server, resulting in reduced latency and enhanced real-time responsiveness of the animation system.
- Leveraged Unity's animation system and animation rigging to apply custom animation data and blendshape information, achieving realistic and dynamic character animations on Meta Human models.
- Used unity event system with scriptable objects to make the project modular and break the dependencies.

2023-07 — 2023-12

Game Developer
Magnimus Systems, Bangalore

- Created a unique XR experience from scratch by the gamification of fitness exercises that impacted thousands of potential users.
- Developed game-related tools and scripts to facilitate game development.
- Designed and implemented gameplay mechanics and interactive elements for multiple titles.
- Maintained and troubleshot game performance and system issues to enhance performance.
  Created game cinematics using unity cinema chine and timeline.

2022-04 — 2023-06

Associate Game Developer
Blueberry fun, Jaipur

- Developed games and implemented core logic from scratch, demonstrating proficiency in C# and Unity3D.
- Debugged and troubleshot technical issues to improve game performance and stability.
  Hosted games on various platforms such as iOS. Android, and Web-Gl.
- Contributed to a mobile team responsible for creating an optimized and efficient app with Unity, capable of hosting 100 games.
- Key features included downloading and running desired games, as well as fetching and posting user data from the database using APIs.

2020-07 — 2020-12

Game Developer Intern

Nine Hertz Jaipur, Jaipur

- Assisted in the development of plat-former video games using Unity and C#
- Collaborated with the game development team to design and implement various game mechanics and features
- Applied industry-standard game development techniques and practices to deliver high-quality projects.