

Sahil Bhesaniya

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in LinkedIn

🌐 Portfolio

Professional Summary

Creative and detail-oriented Unity Game Developer with 2.5+ years of experience designing engaging mobile, desktop, and AR/VR games. Skilled in C#, Unity, 2D/3D mechanics, UI/UX systems, and performance optimization. Proven ability to collaborate in cross-functional teams to deliver high-quality gameplay.

Technical Skills

Game Engine: Unity 3D
Languages: C#, UnityScript, JSON, ShaderLab
Tools: Visual Studio, Rider, Git, JIRA, Plastic SCM
Frameworks: Socket, DOTween, Photon PUN, Firebase, PlayFab
Graphics: VFX Graph, Shader Graph, Unity Animator
UI/UX: Unity UI Toolkit, TextMeshPro, Canvas Systems
Platforms: Android, iOS, WebGL, Windows, AR/VR

Professional Experience

Unity Game Developer

Feb 2023 – Present

Yudiz Solutions Limited, Ahmedabad, Gujarat

- Led Unity-based projects from concept to deployment.
- Built robust gameplay systems, UI elements, and scene management tools using C#.
- Integrated Firebase, Ads SDKs, and in-app purchases across Android and iOS.
- Collaborated with artists and designers to implement animations, sound, and VFX.
- Optimized code and rendering performance for smooth gameplay.

Key Projects

- **Coco's Adventure (PC)**
A colorful 3D platformer with obstacles, enemies, and puzzles. Designed intuitive controls for casual gamers, optimized for Windows.
- **Gaming Platform (Android & iOS)**
Developed a multi-game mobile platform with real-money gameplay, secure wallet system, match-making, and leaderboards.
- **Real-World Room Simulation (VR)**
Created an interactive VR room replica with accurate layout and lighting, optimized for VR headsets.
- **Jungle Combat 2.5D (PC)**
Side-scrolling action game featuring dynamic combat, enemy AI, and mission-based progression in a jungle environment.

Education

Bachelor of Science in Computer Engineering

2019 – 2023

RK University, Rajkot, Gujarat