

Sahil Bhesaniya

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Rajkot, Gujarat

PROFESSIONAL SUMMARY

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

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

Yudiz Solutions Limited – Ahmedabad, Gujarat
Unity Game Developer

August 2023 - Present

- Led the development of multiple 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.
- Worked with artists and designers to implement animations, sound, and VFX.
- Optimized code and rendering performance for smooth gameplay experience.

KEY PROJECTS

Jungle Combat 2.5D (Windows)

Side-scrolling action game featuring dynamic combat, enemy AI, and mission-based progression set in a dense jungle environment. Built with Unity and optimized for Windows PCs.

Coco's Adventure (Windows)

A fun and colorful 3D platformer where players guide Coco through adventurous levels filled with obstacles, enemies, and puzzles. Designed for casual gamers and kids, featuring intuitive controls, vibrant environments, and light-hearted gameplay. Developed in Unity for smooth performance on Windows devices..

Gaming Platform (Android & iOS)

Designed and developed a multi-game mobile platform featuring real-money gameplay for titles like Ludo, Chess, Snakes & Ladders, Bubble Shooter, and Fruit Chop. Integrated secure wallet system, matchmaking, and competitive leaderboards. Focused on fair play, smooth UX, and scalable architecture for Android and iOS.

Real-World Room Simulation (VR)

Created a virtual replica of a real-world room for immersive interaction in VR. Focused on accurate spatial layout, realistic lighting, and interactive elements. Built using Unity with optimization for smooth VR performance across supported headsets.

EDUCATION

Bachelor of Science in Computer Engineering

RK University – Rajkot, Gujarat
2019 – 2023