

SHANMUKA JAGADEESH P

LEAD UNITY DEVELOPER

+91 8008900943 | shanmukhajagadeesh@gmail.com | LinkedIn: [Shanmukha Jagadeesh](#) | Hyderabad, India

PROFESSIONAL SUMMARY

Lead Unity Developer with 7+ years of experience in architecting, optimizing, and delivering real-time 3D games across mobile, PC, AR/VR, and Web3 platforms. I am an expert in Unity3D, C#, multiplayer systems, performance tuning, and blockchain integration. Proven ability to lead cross-functional teams and manage full product lifecycles from concept to live operations.

TECHNICAL SKILLS

- **Game Development and Scripting:** Unity3D, C#, real-time rendering, physics simulations, 2D and 3D game development, UI/UX design.
- **Performance and Optimization:** CPU/GPU load reduction, memory management, graphics optimization, physics optimization, animation optimization, load-time optimization, profiling
- **Multiplayer and Networking:** Photon Unity Networking (PUN) for matchmaking, voice chat, Photon View and RPCs, room-based mechanics; Firebase Auth, Firestore, Realtime Database, Cloud Messaging, Remote Config; Unity Services; Addressables
- **Cross-Platform Deployment:** iOS, Android, PC, WebGL, console
- **AI and Systems Design:** Complex enemy behaviors, pathfinding, real-time decision-making
- **AR/VR Development:** Oculus SDK, ARKit, ARCore
- **Shader and Visual Effects:** Amplify Shader, HLSL, Shader Graph
- **Blockchain and Web3 Integration:** NFT systems, play-to-earn mechanics, cryptocurrency wallet integration
- **Leadership and Collaboration:** Team leadership of over 15 members, mentoring, cross-functional collaboration, and technical decision-making.
- **Design & Modeling Tools:** Blender, Adobe Photoshop, AutoCAD, SolidWorks
- **Agile and Project Management:** Scrum ceremonies, sprint planning, backlog grooming, project execution

PROFESSIONAL EXPERIENCE

Caesium Lab

Lead Unity Developer

Hyderabad, India

Oct 2023 – Present

- Led a team of 15+ developers, artists, and QA to deliver “Alpha Returns,” a Web3 mobile battle-royale game.
- Achieved a 10× performance boost by refactoring core systems, optimizing shaders, reducing draw calls via mesh baking, and improving memory management.
- Designed and implemented AI behaviors, character controllers, weapon and inventory systems, mission frameworks, in-app purchases, ad integration, and NFT-based reward models.
- Mentored junior engineers, conducted code reviews, and standardized best practices for high-performance Unity development.

Key Projects:

- **Alpha Returns** – A Web3 multiplayer PvP shooter with tokenized assets, crypto rewards, and blockchain wallet integration.

Ivy Comptech

Senior Software Engineer

Hyderabad, India

Apr 2022 – Aug 2023

- Developed and optimized immersive VR titles for Oculus Quest, focusing on frame-rate stability and low-latency input.
- Researched and implemented advanced VR mechanics to enhance player engagement in metaverse environments.

Key Projects:

- **Poker VR** – Multiplayer VR poker game with realistic physics and intuitive hand-tracking controls.
- **Roulette Wheel VR** – Interactive multiplayer roulette experience with dynamic hand gestures.
- **Fortune Funnel VR** – Physics-based VR puzzle game with engaging haptic feedback.

Supercode Games

Senior Unity Developer

Hyderabad, India

Jan 2019 – Apr 2022

- Led the development of multiple high-performing mobile games, contributing to Supercode Games' portfolio on the Google Play Store.
- Engineered core gameplay systems and optimized performance for racing, PvP, and arcade titles with 100K+ downloads.
- Collaborated with artists, sound designers, and UI teams to ensure cohesive integration of visuals and audio.
- Conducted rigorous QA testing, memory profiling, and bug fixing across Android builds to meet store quality guidelines.

Key Projects:

- **War Ground** – Offline 3D PvP shooter with FPS & TPS gameplay mechanics.
- **Car Drift Racing 2019** – Realistic drift physics and vehicle control systems.
- **Offroad Driving – Racing Games** – Terrain-based vehicle dynamics and challenge design.
- **Robot Fighting – Battle Royale** – AI combat system with PvP-style mechanics.
- **Hop Ball** – Combo-based arcade gameplay with responsive touch input.
- **Arrow Twist** – Arrow-shooting mechanics using physics-based controls.
- **Word Coach** – Procedural word puzzle generator with UI animation effects.

ARDIS Enviro Solutions

Design Engineer

Hyderabad, India

Nov 2015 – Feb 2017

- Designed 3D models of mechanical components and assemblies for industrial machinery.
- Conducted digital simulations for structural load testing, thermal analysis, and material stress validation to ensure robust product performance.
- Utilized tools such as **AutoCAD**, **SolidWorks**, and **Blender** for modeling, visualization, and prototype iteration.
- Collaborated with cross-functional engineering teams to refine product designs for manufacturability and performance.

EDUCATION

Sasi Institute of Technology and Engineering (SITE)

B.Tech in Mechanical Engineering

Tadepalligudem

2011 – 2015