

SHUBHAM JADHAV

Game Developer

+919702496894 @ shub13711jadhav@gmail.com <https://github.com/themachinisst> Mumbai



SKILLS

Unity	●●●●●	C#	●●●●●
OOPS	●●●●●	Web-Based Games	●●●●●
MySQL/PHP	●●●●●		

EXPERIENCE

Full Stack Developer

ExperientialEtc

09/2021 - Present Mumbai

- Mastercard web games:** Built two endless runner games using Kaboom.js with PHP and MySQL for the backend.
- Bingo for Sony Pix:** Developed a web-based Bingo game with movies replacing numbers. Handled backend structuring, game logic, and interactions, using javascript for logic and PHP/MySQL for backend.
- Hyundai Switch:** Created a 2D touch-based maze game in Unity using NavMesh to promote Hyundai's E-fuel bus.
- BP21 Activation:** Developed a 2D touch-based game in Unity for TV and tablet, showcasing liquor brands. The game featured video transitions and collision-based mechanics for dodging obstacles.

Survey Programmer

Ugam Solutions

09/2020 - 03/2021 Remote

- Planned the survey flow, programmed the survey using dimension software in VB basic, which is then tested by the QA team.
- Understood client requirements, resolved issues, and communicated directly with clients.

TRAINING / COURSES

Hero Vired

Gaming and eSports

EDUCATION

B. E Department of Computer Engineering

Ramrao Adik Institute of Technology Mumbai University

11/2020 - 11/2020 Mumbai, University

- Got to learn Web development, AI/ML, and programming.

SUMMARY

I have a strong curiosity for game development, always seeking to learn and improve. With experience in Unity and web-based games, I focus on understanding the entire process and enjoy creating experiences that are engaging and impactful.

KEY ACHIEVEMENTS



Client Satisfaction Boost

Enhanced client satisfaction by 20% through effective issue resolution.



Sony Pix Bingo Hit

Designed web-based bingo game for Sony Pix with 1000+ players.

PASSIONS



Football



Guitar