

# AAKASH AJ

Unity Game Developer | Unity Development | C# Programming | Game Design



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## SUMMARY

Passionate Unity Game Developer skilled in C# scripting for 2D/3D games with Personal Experience of 3years. Implements gameplay, physics, UI, animations; optimizes performance across platforms. Collaborates on prototypes, debugging, asset integration, and agile teams. specializing in gameplay systems, AI programming, and performance optimization.

## EXPERIENCE

### Unity Game Developer

UNI1

## EDUCATION

### B.S.C Game Design and Development

ICAT Design & Media College

2019 - 2022

### Diploma in Mechanical Engineering

Mahendra Polytechnic college

2019 - 2022

## SKILLS

### Technical Skills

Networking Systems    Physics simulation

AI programming    3D Keyframe Animation

Version Control

### Soft Skills

Problem Solving    Version control (Git)

3D modeling Blender    debugging

UI/UX design    teamwork

Performance Optimization

## PROJECTS

### Indian CookHouse

- Developed a Unity-based cooking simulator featuring South-Indian cuisine.
- Implemented AI-driven order management and dynamic difficulty scaling.
- Optimized performance, reducing load times by 30%.
- Designed intuitive mobile UI/UX for improved player experience.
- Added new kitchen levels with increasing difficulty, improving player retention and replayability.
- Integrated sound effects and background music to enhance immersion and overall user experience.

### Beach Memory Match

- Architected a modular 2D puzzle game in Unity using C# and the Manager Pattern, separating game logic, UI handling, and card interactions into clean, maintainable scripts for scalability.
- Implemented a dynamic grid layout system that automatically calculates card sizes and spacing based on screen resolution, using mathematical clamping to ensure visual consistency across mobile devices.
- Developed a robust data persistence pipeline using JSON serialization to save and load player progress, scores, and unlocked levels, ensuring seamless game state recovery.
- Optimized the user interface for mobile platforms by integrating Safe Area logic to handle device notches and implementing Canvas Scalers to adapt the layout to various screen aspect ratios.

### Catching Fruit

- Developed a complete 2D arcade survival game in Unity using C#, implementing a Singleton design pattern for centralized game state management and UI updates.
- Architected a modular object handling system using constant string identifiers to efficiently manage multiple item types (Normal, Gold, Bomb) within a single reusable script.
- Implemented a weighted probability-based spawning algorithm to dynamically generate game objects, balancing gameplay difficulty and variety.
- Enhanced user experience by integrating dynamic particle effects and audio feedback systems, managing object lifecycle and destruction logic for a polished feel.