ANVAR MS

Unity Game Developer |C# Specialist | AR/VR Developer
+91 9746234352 | anvarms2005@gmail.com | Portfolio | LinkedIn | GitHub | Itch

PROFESSIONAL SUMMARY

Unity Developer with 1+ years experience specializing in performance-optimized 2D/3D game development. Achieved 35%+ performance gains through systematic optimization and delivered production-ready AR/Android/WebGL builds. Proven in Agile teams with expertise in gameplay programming, AR Foundation, and multiplayer systems.

TECHNICAL SKILLS

Languages: C# (Advanced), C++
Unity Expertise: Gameplay Programming, AR Foundation, URP/HDRP, Cinemachine, UI Toolkit, Shader Graph
Systems: Multiplayer (Photon PUN2), AI Pathfinding, Procedural Generation, Animation Systems
Optimization: Profiler, Memory Management, Object Pooling, Build Optimization (WebGL/Android)
Tools & Methods: Git/GitHub/Unity Version Control, Blender, Agile/Scrum

WORK EXPERIENCE

Unity Game Developer

Kyurius Tech Studios 2025/02 - 2026/02
Full-time. Bengaluru, Karnataka, India

Performance Optimization: Diagnosed and refactored critical systems in a live codebase, achieving 35% faster WebGL builds and 40% reduced memory usage through object pooling and rendering optimizations
AR System Development: Engineered a complete AR interaction system (move/rotate/scale) using AR Foundation, increasing user engagement by 45% through intuitive touch controls
Cross-Platform Delivery: Led Android build optimization, implementing platform-specific UI adaptations and performance tuning that reduced crash rates by 30%
Technical Innovation: Built a real-time Base64 audio streaming pipeline and integrated lip-sync animation systems, enhancing immersion for real-time application applications
Team Collaboration: Partnered with 4-person art team using Agile methodology, improving testing and asset integration workflow efficiency by 25%

PROJECTS

Maze Runner – Horror Game (Unity Webgl |Cross-Platform)

GitHub| Live Link | YouTube

Developed a first-person horror game featuring procedurally generated mazes and intelligent AI for PC, Mobile, and WebGL.

- Implemented procedural maze generation using recursive backtracking and BFS-based AI pathfinding
- Engineered cross-platform input system resolving touch conflicts, achieving stable 60 FPS on mobile/WebGL

Tech: Procedural Generation, AI State Machine, New Input System, Performance Optimization

Car Parking Simulator (Unity 3D)

GitHub| Live Link | YouTube

Built and published a multi-level driving game with unlockable vehicles and AI traffic for Android/iOS.

- Developed graph-based AI traffic system and ScriptableObject-driven progression with encrypted save data
- Optimized for mobile using occlusion culling, maintaining consistent 60 FPS on mid-range devices

Tech: Ai Pathfinding, ScriptableObjects, JSON, Design Patterns, Mobile Optimization

AR Basketball (XR Project)

| YouTube |

Developed an AR basketball game using AR Foundation with realistic physics and intuitive interactions.

- Implemented AR object placement and swipe-based throwing mechanics with trajectory prediction
- Created a complete gameplay loop with score management, time limits, and visual feedback systems
- Focused on intuitive touch interactions for object manipulation in 3D space

Tech: Unity, C#, AR Foundation, XR Toolkit, Physics, Touch Input

Drone Shooter (Unity 3D Multiplayer)

GitHub | YouTube

Built a fast-paced multiplayer drone combat game with real-time synchronization.

- Implemented real-time multiplayer synchronization supporting 8+ concurrent players with <150ms latency
- Created custom tilt-based controls and lobby/matchmaking systems

Tech: Photon PUN2, Network Optimization, Gameplay Programming

EDUCATION

Game Development Program

Brototype , Calicut | 2024-2025

Focused on Unity development, C# programming, and project lifecycle management