SRIHARAN

SENIOR UNITY DEVELOPER

CONTACT

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📍 Coimbatore

🌐 Website

LINKS

- Github
- LinkedIn
- Youtube
  - Hypercasual Games
  - Goat Simulator Gameplay
  - AR/VR Demos

SKILLS

- C++
- C#
- PYTHON
- UNITY3D
- UNREAL
- AR/VR
- MACHINE LEARNING
- OPENCV
- BLENDER
- PHOTOSHOP CC
- ILLUSTRATOR
- DAVINCI RESOLVE

PROFILE

I am a versatile developer with 4+ years of experience in Unity (C#) and 2+ years in Unreal Engine (C++), with a strong focus on game development and immersive AR/VR applications. I've worked on a wide range of interactive projects, combining creative design with technical precision to deliver engaging user experiences.

My background in data structures and algorithms allows me to build efficient, scalable systems with optimized performance. I also have hands-on experience in AI, Machine Learning, and Computer Vision, which I use to integrate intelligent behavior and real-world perception into virtual environments.

WORK EXPERIENCE

ZVKY Design Studios
Game Developer
NOV 2024 – JAN 2025

- Developed and launched real-money and social slot games using Unity and C# from concept to release.
- Collaborated with artists and backend teams to implement game mechanics, reels, bonus features, and in-game events.
- Optimized performance and implemented monetization strategies to boost player retention and revenue.

BornMonkie / Illiquid Labs
Unity & Unreal Developer
Nov 2021 – Nov 2024

- Led and contributed to the development of multiple PC and mobile games across Unity and Unreal Engine.
- Key Projects:
  - Goat Simulator (PC):
    - Led a team of 4 developers to complete the project 2 months ahead of schedule.
    - Oversaw gameplay development and project coordination.
  - FireFight (Multiplayer FPS):
    - Developed core gameplay, AI behavior, and integrated Photon for multiplayer functionality.
    - Implemented physics systems and real-time multiplayer features.
  - Nekotopia (VR Project in Unreal):
    - Developed gameplay mechanics, physics, and multiplayer features in Unreal Engine.
    - Added VR support for enhanced user immersion.
  - Bonk Simulator (Crypto-based game):
    - Designed and implemented gameplay logic and physics.
    - Integrated MetaMask wallet and Firebase for authentication and data storage.

BooBoo Games   Jun 2021 – Nov 2021
Junior Unity Developer

- Created rapid game prototypes for platforms such as Facebook and TikTok.
- Integrated ad network SDKs and analytics tools including GameAnalytics, AppsFlyer, and Firebase.
- Recognized as the studio's fastest developer.
- Achieved a 50% reduction in CPI (Cost Per Install) across several titles.

TECHNICAL SKILLS

Languages & Tools:

- Python, MySQL, HTML5, CSS3, Visual Studio Code, Jupyter Notebook, Spyder, Excel, Postman, Git, GitLab, Docker (Basics), Kubernetes (Basics), Google Cloud Platform

AR/VR/XR Tools & Technologies:

- Unity3D, ARCore, ARKit, ARFoundation, Vuforia, 8thWall, Zappar, WebXR, Blender, WebRTC, Photon, Asset Bundles, Addressables, Lightship

AI Tools:

- ChatGPT API, Ideogram, Suna AI, Teachable Machine, RunwayML, Kaiber, DID, Leonardo AI, Pika, ElevenLabs, HeyGen, Canva AI