

Swarnim Dipankar

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Professional Summary

Unity Developer with 3+ years of experience creating interactive applications and games using Unity and C#. Proficient in Slot Games, AR/VR development, game mechanics, and UI/UX design. Passionate about building immersive experiences and leveraging cutting-edge technology to drive innovation.

Relevant Coursework

- AR Development • VR Systems • Game Design Principles • Advanced Unity Programming
- User Interface and Experience Design • Slot Machine Games • WebGL

Experience

Mahasos Info Pvt. Ltd - Senior Unity Developer (Slot Games And AR/VR) June 2024 – Present, Hyderabad

- Designed and developed **slot machine games** (3x3 and 5x5 matrix) including *Pirates of Caribbean, Golden Wheel, Buffalo Safari, Keno World, Big Cash Wheel, Panda Fortune, Billy's Game, Crazy 7, and Spooky Reels*.
- Implemented reel mechanics, win logic, and animation systems using Unity and C#.
- Optimized performance and user experience across Android and WebGL builds.
- Collaborated with designers and artists to integrate engaging visuals and sound effects.
- Continued development of AR/VR projects and interactive mobile applications.

Lipy Media - Unity Developer(Team Lead) (Casual and Hypercasual Games) Jan 2023 – June 2024, Noida

- Worked on multiple projects including Circuit Challenge (Racing), Mumbai Crime Simulator (Shooter), Fastlane Frenzy (Racing), TerrorCampTakedown (FPS), CameraMan Skibiddi (FPS), and Warzone Clash (Multiplayer FPS).
- Developed multiplayer functionality using HTTPS and secure WebSocket with Firestore Database.
- Collaborated on project management tools like GitHub, Bitbucket, and Trello.

Abhiwan Technology - Unity Developer (Intern)

July 2022 – Jan 2023, Delhi

- Delivered projects like Virtual Gallery (VR), MetaBet (Casino Game), and Marhaba (AR).

Freelance Unity Developer

March 2022 – June 2024

- Completed AR/VR and mobile projects for clients, delivering on time and within scope.
- Built a solar system AR application and other interactive prototypes using Unity.
- Debugged complex C# scripts, optimizing performance and reducing runtime errors.
- Published playable demos, enabling stakeholders to visualize and evaluate features early.

Projects

Fruit Basket Game | Unity, C#, JSON

- Designed and implemented dynamic fruit spawning, draggable buttons, and scoring systems.
- Developed persistent data storage using JSON for seamless gameplay. Metro Simulator (VR) | Unity, Oculus SDK | Prototype in Progress
- Creating an immersive metro simulation for VR using Oculus Quest.
- A Racing Game like Mario Kart with two characters. Office Conflict Game (05/2022 - 06/2022)
- A Multiplayer FPS game created for WebGL with the help of Photon PUN and Implemented Bot Functionality.

Technical Skills

Game Engines: Unity, Unreal

Programming: C#, JSON, JAVA

AR/VR Tools: Google Cardboard SDK, Oculus SDK

Version Control: Git, Bitbucket

Other Tools: Blender, GitHub Desktop, Source Tree, Trello

Education

Bachelor of Technology - Computer Science & Engineering

2019 – 2023

Nitra Technical Campus | CGPA: 8.5

Certifications

- Unity Certified Developer • AR/VR Development with Unity – Udemy • Generative AI (Microsoft)