Milan Sadariya

Senior Unity 3D Game Developer

PROFESSIONAL SUMMARY

- Having 8+ years of experience in creating 2D & 3D games for mobile using Unity3D.
- Expertise in Unity3D C#, Collections, OOPS, Android, and IOS.
- Worked on Interactive technology Augmented Reality(AR) & Virtual Reality (VR).
- Good knowledge in writing programming logic, Pathfinding, MYSQL, XML, Database structure, and logic with Unity3D.
- Have a strong ability to learn new technologies in a short span and implement them independently.
- Strong troubleshooting and analytical skills.

TECHNICAL SKILLS

Technology	C++, C#, C, JavaScript
Tools	Unity 3D, Unreal Engine, Visual Studio, Photon Networking, Vuforia, AR Core, MR and VR, SourceTree, Github, Gitlab, Socket.IO, Plastic SCM.
Project Management Tools	JIRA, Asana, Monday, Trello, Basecamp, Workstream
SDK	Vuforia, Firebase, Facebook, IAP, Chain-Safe.
Text Editors & IDEs	Visual- Studio, Sublime Text, Eclipse
Communication Tool	Slack, Skype, Spark

EXPERIENCE

Individual Freelancer, Ahmedabad - Senior Game Developer
JAN 2014 - PRESENT

EDUCATION

RK University, Rajkot- BE Computer science

YEAR OF COMPLETION: 2014

KEY PROJECTS

Project Name: Coin Billionaire AR

Technologies: Vuforia, AR Core, MR and VR

Description: The best AR Game for iPhone, Coin Billionaire AR, is a unique strategy augmented reality game with innovative AR game mechanics. Coin Billionaire AR is our exciting augmented reality game using ARKIT. In this unique AR strategy game, blending the boundaries of physical and virtual world, you will get to plant your coins in the physical world, and protect them from various incoming dangers!

2. **Project Name:** Hack the Planet NFT Game

Technologies: Unity 3D, C#

Description: It's the 2D retro game for Android and IOS. Meta-Mask wallet integration for NFTs.Interacted

with the user NFT wallet.

3. **Project Name:** Stripes Arcade Game

Technologies: Unity 3D, C#

Description: It's a pipe flow-based game in which the player had to join the pieces in order to make a loop. Created the core algorithm and game mechanics. Had used a new Input system for Gamepad Integration. Handled the Game-Data using JSON.

4. **Project Name:** Fit Run

Technologies: Unity 3D, C#

Description: "FitRun" (Game) Fitrun unity endless runner game designed & developed considering the single greatest advantage active gaming has over traditional forms of exercise is that it is not just a physical activity, but also a form of entertainment. - Gameplay has Robot animated characters continuously running in a variety of environmental themes. Character movements are controlled by human real-time poses. - Developed for android platforms.

5. **Project Name:** Barjutsu

Technologies: Unity 3D, C#

Description: Pong your way around Pittsburgh in this hypercasual nightlife simulator! Bar hop all through the city's exciting venues to flirt with its colorful nightlife. Make friends and score dates, or unleash Barjutsu self-defense for when the night takes an unexpected turn. Play beer pong and climb the ranks of the city's masters on your quest for the Beer Pong Championship Belt, and earn real rewards and discounts for Sportsclips along the way!

6. **Project Name:** Senior Esports Summit

Technologies: Unity 3D, C#

Description: Get into the competitive scene and play a variety of games in order to rise to the top of the summit! Seniors E-Sports Summit offers fun and dynamic games for seniors that still have the fire of competition burning within them!

Five games to play from

- Real-Time Leaderboards

- Dynamically updated leaderboards

- Interesting and captivating visuals

7. **Project Name:** Football Kick 3D

Technologies: Unity 3D, C#

Description: Can you reach the Statue of Liberty?

Become the best Quarterback in history!! Travel the world and prove to your friends you are the best.

You can make the ball bounce to go further. Be careful about the obstacles!

Aim for the targets to increase your score and earn more money\$\$!

Use your rewards to improve your power and throw the ball further!