

Harshid Gasil

Unity Developer

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📍 Malappuram, Kerala, India

Professional Summary

Passionate Unity Developer with 2.5 years of experience in designing and developing games, AR/VR applications, and interactive simulations. Skilled in C#, Unity Engine, and optimization techniques with a proven track record of delivering high-performance, cross-platform applications. Adept at collaborating in agile teams, mentoring juniors, and integrating third-party tools for mobile and immersive experiences.

Core Skills

Technical: Unity, C#, OOP, Game Physics, Particle Systems, Animation, UI/UX, AR/VR, TouchDesigner, 3rd Party Integrations, Optimization, Debugging, Networking

Tools & Platforms: Unity Engine, Visual Studio, Git, Firebase, Google Play Console, App Store Connect

Soft Skills: Teamwork, Problem-Solving, Communication, Leadership, Mentoring

Professional Experience

Unity Software Developer

Interactive Technical Services, UAE | Jan 2025 – Present

- Developed Unity-based interactive applications for technical and commercial projects.
- Integrated AR/VR and TouchDesigner for immersive experiences.
- Coordinated with cross-functional teams to deliver large-scale installations.
- Optimized builds for performance and cross-platform deployment.

Unity Game Developer

THESUNDAYGAMES, Hyderabad | Nov 2023 – Dec 2024

- Built 15+ hyper-casual games with 10K+ downloads.
- Designed custom Unity editor tools, reducing level design time by 40%.
- Integrated analytics, ads, and social plugins to enhance monetization.
- Mentored and guided 3 junior developers.

Unity Developer Intern

Brototype, Calicut | Dec 2022 – Oct 2023

- Prototyped and tested gameplay mechanics for mobile games.
- Applied object pooling and optimization achieving 35% performance improvement.
- Delivered unit tests with 85% code coverage ensuring code reliability.

Featured Projects

- **MagicHands** – Magic shooting game with custom physics and particle systems optimised for WebGL.
- **Escape Traffic: Car Jam Puzzle** – Logic-based mobile game with smooth UI/UX.
- **Car Parking: Park It Right** – 3D parking simulator with realistic physics.
- **Dragonborn: Knightfall** – Super Mario inspired 2D platformer game.
- **Vanguard** – Third person Multiplayer project showcasing cross-platform deployment.

Education

Diploma in Game Development – Brototype, Calicut (2022)

Diploma in Instrumentation & Electrical Engineering – Unigrant College Ernakulam (2019)