

HARSHID GASIL

UNITY GAME DEVELOPER

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Portfolio: <https://gasil123.itch.io>

PROFESSIONAL SUMMARY

Highly Skilled Unity Game Developer experienced in designing and implementing gameplay mechanics, AI behaviors, and performance optimizations for various game projects using Unity. Proven history of overseeing all stages of development, including prototyping, production, and testing. Proficient in version control, coding, Unity 3D Development, AI Programming, and programming languages.

PROFESSIONAL EXPERIENCE

Unity Game Developer

Nov 2023 - Present

THESUNDAYGAMES | Hyderabad, India

- Made mobile games in Hyper-Casual genre for Android platforms targetting the US audience.
- Developed custom editor scripts to streamline development processes and improving efficiency in managing game elements such as colors, player attributes, and level design.
- Mentored Unity developer interns, providing guidance on project workflows, coding standards, and best practices in game development.
- Collaborated with the design team to discuss ideas and specifications for games, and made creative ads for marketing purpose.

Unity Game Developer Intern

Dec 2022 - Oct 2023

Brototype | Calicut, India

- Provided support for the development of video games and worked on various creative projects.
- Debugged software code, and translated requirements into clean and efficient code.
- Produced prototypes of gameplay ideas, features, animating characters and objects.
- Worked with a team of other developers, creating unit tests to ensure quality.

SKILLS

- 2D and 3D Game Development
- Programming Languages: C#, C, Java
- AI Programming - NavMeshAgent
- Unity's Animator and Animation Tools
- Physics and Movement
- Extensible Editor Scripts
- DOTween
- Plastic SCM, GitHub
- Debugging and Optimization
- Audio Management
- Game Design Principles
- Coding Skills

EDUCATION

Diploma In Game Development, 2022

Brototype | Calicut, Kerala, India

Diploma in Instrumentation & Electrical Engineering, 2019

Unigrant College of Oil & Gas | Ernakulam, Kerala, India

PROJECTS

Escape Traffic: Car Jam Puzzle

- Developed a 3D car traffic sorting game.
- Designed 40+ levels with moderate difficulty.
- Added different types of Power-Ups.

Car parking: Park It Right

- Created a 3D car parking game with multiple cars.
- Enhanced player experience with day and night modes in the free drive mode.

Dragonborn: Knightfall

- Made a game inspired by Super Mario, combining combat, platforming, and progression.
- Implemented waypoint-based moving traps, enemies, and an audio manager.
- A progression system was implemented for level unlocking and score updating.

Vanguard

- Crafted a third-person shooter game using Unity 3D and C# scripting.
- Applied player controls, weapon mechanics, and interactive gameplay features.

PERSONAL DETAILS

- DOB : 25-06-2001
- Languages Known : English, Malayalam
- Nationality : Indian