

ANUJ CHOUHAN

Unity Developer

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SUMMARY

Unity Developer specializing in gameplay systems, AI, XR/AR, C#, and real-time 3D, building games, interactive 3D applications, and experimental prototypes across engineering, 3D, animation, optimization and visual development.

TECHNICAL SKILLS

[\[View All Skills\]](#)

- **Game Engine & Tools:** Unity, Firebase, Google AdMob, Unity IAP, Unity Gaming Services, Addressables, Cinemachine, NavMesh AI, Input System, Pro Builder, Shader Graph, Lighting, Unity Profiler, Frame Debugger
- **Programming:** C#, C++, OOP, Design Patterns, State Machines, ScriptableObjects, Game Architecture, Custom Editors
- **XR / AR / VR:** AR Foundation, OpenXR, Meta XR SDK, XR Interaction Toolkit, XR Hands, Imagine AR SDK
- **Multiplayer & Networking:** Photon, Netcode for GameObjects, Mirror
- **Version Control:** Git, Git LFS, GitHub, Unity Version Control, SourceTree
- **3D / Creative:** Blender, Autodesk Maya, Substance 3D Painter, Figma, Photoshop

PROFESSIONAL EXPERIENCE

Unity Developer | I-Pangram

June 2025 – July 2026 [\[Link\]](#)

- Led Unity programming and gameplay development for a story-driven standalone VR title, implementing firearm, melee and drone combat alongside enemy AI covering roaming, wave-based assaults, rage states and boss fights.
- Optimized large VR maps with light and mesh baking, terrain and HDRI work, making unplayable scenes run on Quest.
- Built mixed reality prototypes in Unity with Meta SDK, including a hand-tracked car configurator and zombie shooter.
- Integrated Unity WebAR so QR-launched browser sessions streamed GLB models configured in a custom Three.js editor.

Unity Developer Intern | Carina Soft Labs

February 2025 – May 2025 [\[Link\]](#)

- Developed a ten-level 2D platformer shooter for a company client, programming rolling, explosive, bladed and shielded enemy variants, a weapon set of RPGs, flamethrowers and grenades, and moving, destructible platforms.
- Engineered a red-light, green-light mobile prototype with behavior tree AI that navigates, hides and arms itself.
- Architected a Google AdMob plugin with ad preloading, failed-load handling and fallback logic, reused team-wide.
- Built an endless shape-matching mobile game with escalating speed, randomized obstacles and best-score tracking.

Game Developer & Technical Lead | Wrexia

January 2025 – May 2025 [\[Link\]](#)

- Led development of an MVP for client Bajaj's Pulsar NS400Z launch campaign, building a physics-based bike controller with wheelies, boosts, drifting and stunts, and optimizing a large detailed map through light baking.
- Implemented a Figma-designed interface and an interactive garage lobby offering bike inspection, customization, settings and character options, and integrated Firebase for global leaderboards and score competition.
- Presented the finished build to Bajaj for the launch campaign, earning recognition from the client and the company.

2D/3D Animator | Futuristic Branding Studio

February 2023 – January 2024 [\[Link\]](#)

- Developed 2D and 3D animation, motion graphics and explainer videos in After Effects, Photoshop, 3ds Max and Maya, building asset-pipeline depth that now drives art, polish, optimization and player experience in game work.

PROJECTS

[\[View All Projects\]](#)

Eliza's Horror Mansion — Solo Indie Game

[\[Link\]](#)

- Built a first-person survival horror mobile game from scratch in Unity, with state-machine NavMesh enemy AI for roaming, detection, pursuit and hiding, 30+ puzzles and custom touch controls, published on Google Play.

API Content Explorer

[\[Link\]](#)

- Built a Unity pipeline converting text, images, video, 3D models and audio from remote APIs into runtime assets, with centralized loading and error states, hosted as a WebGL build and portable to Android, iOS and desktop.

Tumble Buddies

[\[Link\]](#)

- Adapted an earlier prototype into a local co-op platformer with independent two-player controls and a shared tether that shifts green to red with distance, forcing coordinated movement through obstacle-course levels.

Catch America

[\[Link\]](#)

- Developed a mobile fishing game with cast, hook and fight mechanics built around line tension, stamina and timing, gyroscope controls, species-specific bait strategy and XP unlocks for rods, gear and five different locations.

AWARDS

24FPS International Animation Awards

- Gold Award (2022) — VFX Compositing — Sci-Fi City [\[Link\]](#)
- Silver Award (2023) — VFX Compositing — Iron Man [\[Link\]](#)

EDUCATION

MAAC Indore Game Design, VFX, CGI & Digital Media	May 2022 – January 2025
GNSPSC Bachelor of Computer Applications	June 2021 – May 2024