

Gunaraj Poojary

Unity Developer

+91-9342724466 | gunarajpoojary579@gmail.com | [LinkedIn](#) | [Portfolio](#)

Unity Developer with hands-on experience building 2D/3D gameplay systems, mechanics, and editor tools in Unity using C#. Comfortable working with animations, prefabs, particle systems, physics, and UI/event-driven workflows, with practical experience optimizing performance for mobile devices and collaborating closely with designers and artists in agile, cross-functional teams.

SKILLS

Game Development: Unity (2D/3D), C#, Gameplay Systems Development, Prefabs, Animations, Particle Systems, Editor Tools, Event-Driven Architecture, ScriptableObjects, State Machines, Coroutines & Async Patterns, Physics & Collision Systems, UGUI, Mobile Platforms (Android/iOS).

Tools & Workflow: Git/GitHub, AI Assisted Workflow, Visual Studio, Jira, Figma, Blender.

Architecture & Programming: Object-Oriented Programming, SOLID Principles, Design Patterns, Clean Code, Component System Design.

Optimization & Performance: Object Pooling, Memory Management Awareness, Build Size Optimization.

EXPERIENCE

Game Programmer | Starlight Forge Studios

Dec 2025 – Jan 2026

- Implemented and iterated on a core gameplay mechanic in a playable prototype, improving it through frequent testing and feedback.
- Collaborated with designers to refine game feel by tuning variables and making rapid code changes.
- Debugged and tested gameplay features across builds, fixing issues and refining code to improve stability, responsiveness, and player experience.

Unity 3D Intern | Realify Oasis Pvt Ltd

Sep 2024 – March 2025

- Developed and contributed to an AI-powered fitness tracking system integrating AI-based diet and workout plans and MoveNet motion tracking, enhancing personalized user engagement and real-time feedback.
 - Collaborated with a cross-functional team to design and implement interactive app features in Unity 3D using C#, following object-oriented programming and agile development principles.
 - Optimized and prepared UI assets, textures, and images from Figma for Unity integration, improving rendering efficiency, memory usage, and app performance across devices.
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PERSONAL PROJECTS

This Is Blast! Inspired Puzzle Shooter | Unity Developer | Unity, C#

May 2026

- Developed a 3D casual puzzle shooter in Unity using C#, implementing color-matching mechanics, dynamic grid management, destructible blocks, cascading block-drop systems, object pooling, and event-driven architecture to deliver scalable and optimized gameplay.

- Built custom gameplay, and animation using DOTween, Particle Systems, and ScriptableObjects, while creating a Unity Editor level-design tool to streamline content creation and improve development efficiency.

Inventory System | Unity Developer | Unity, C#

May 2025

- Implemented a modular inventory system using MVP architecture, supporting stackable and non-stackable items with automatic slot compaction and capacity management.
- Built a responsive, event-driven UI with DOTween animations and ScriptableObject-based configuration for scalable and designer-friendly workflows.

Gravity Shift Prototype | Unity, C#, Physics

- Developed a physics-based puzzle mechanic letting players manipulate gravity direction in real time, with a holographic preview system and free-fall safety detection using vector math.

EDUCATION

St. Joseph Engineering College

Bachelor of Engineering

Mangalore, Karnataka

August 2018 - August 2022