

Abhay Sisodiya

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EXPERIENCE

Carina Softlab

April 2026 – June 2026

Unity Game Developer Intern (Unity, C#, Git)

Indore, MP

- Engineered a modular 2D combat system featuring 5+ unique player abilities, combo chains, frame-accurate animation hit detection, dynamic rage mode, and multi-phase boss fight state machines.
- Architected core progression systems spanning 8 levels, including multi-slot save/load data serialization, checkpoint/respawn logic, interactive NPC dialogue triggers, and 2D parallax camera systems.
- Optimized mobile player experience by building touch control interfaces with safe-area adaptation, weapon selection menus, progression upgrade trees, and asynchronous loading screens maintaining smooth 60 FPS execution.

PROJECTS

2D Stealth Platformer

Sept 2025 – Mar 2026

Self Development (Unity, C#, Git)

Indore, MP

- Developed 2D stealth gameplay mechanics incorporating custom physics-based movement, field-of-view (FOV) vision cones for enemy AI, stealth/crouch detection states, and dynamic patrol/chase behaviors.
- Constructed multi-layered tilemap environments and animated state machines utilizing blend trees and animation events to provide precise audio/visual feedback during movement and combat transitions.
- Profiled and optimized runtime performance through object pooling for high-frequency gameobjects, reducing draw calls, garbage collection spikes, and physics overhead.

EDUCATION

MediCaps University

2023 – 2025

Master of Computer Applications (MCA)

Indore, MP

SCPS

2019 – 2022

Bachelor of Computer Applications (BCA)

Indore, MP

TECHNICAL SKILLS

Languages & Tools: C#, Git, GitHub, Visual Studio

Game Engine & Frameworks: Unity 2D/3D, Unity Animator, Tilemaps, Cinemachine, URP, Corgi Engine

Core Competencies: Gameplay Programming, Finite State Machines (FSM), Object Pooling, 2D Physics Optimization, Save/Load Architecture, Mobile Touch Controls & Safe Area Support