AJAY KAMATH

UNITY3D GAME DEVELOPER
GAME DESIGNER
AR/VR ENTHUSIAST

PROFILE

I'm a Freelance Game Developer with 4 years of experience specializing in Unity3D.
I enjoy the comfort of my home and work remotely. I can also collaborate with onsite client teams as a programmer. I've also released several indie titles on mobile platforms and have more in the pipeline.

With a vast knowledge of Unity3D programming API, **I can deliver High quality, optimized code with great attention to detail.**

I'm always willing to meet and work with new clients. Feel free to contact me.

ONLY AVAILABLE FOR FREELANCE/REMOTE PROJECTS

CONTACT

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CORE STRENGHTS

Persistence
Patience
Hard working
Analytical Thinking
Attention to detail

EDUCATION

M.Tech in Information Security, NIT Bhopal
2013 - 2015
Focused mainly on firewalls and intrusion detection techniques, improved features selection for detection of DDOS attacks using ML techniques.

B.E in Information Technology, Mumbai University
2008 – 2012

WORK EXPERIENCE

Indie Game Developer - Freelancer
July 2017 – Present
I am available for work remotely or onsite (in Mumbai if required). In my free time, I work on my own IP games and learn new stuff related to games.

Cubedots Pvt. Ltd. - Lead Unity3D Programmer
Feb 2016 – June 2017
My role was to develop interactive real estate apps for architectural visualization (Mobile/VR). I closely worked with art and design teams to integrate interactive 3D models of floor plans. I then became the Team Lead managing a group of 3 developers.

SKILLS

Skill	Value
Unity3D	80
C#	75
Design	60
AR/VR	75
Phaser.js	25
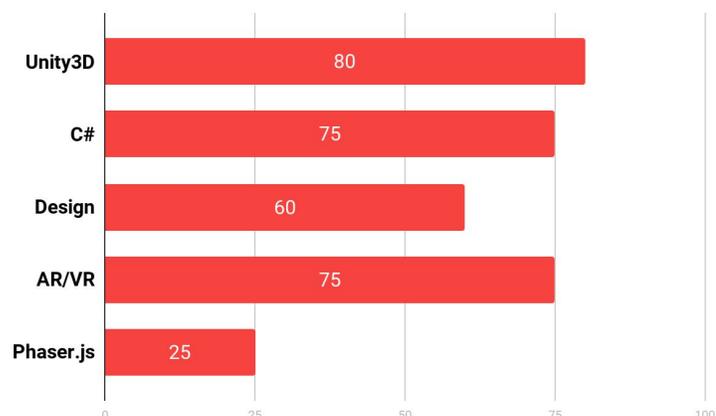
For the complete list of projects and work done, please visit
http://www.ajkamath.com/portfolio.html

GAME PROJECTS

1. **Gladiator: Blades of Fury**
   A 3D melee combat fighting game I developed and published for my client Yash Future Tech Solutions Pvt. Ltd. I was responsible for all aspects of game development excluding graphic asset creation. The development period of around 5 months and this game was published on Steam, PS4, Windows Store, Android and iOS.
   http://ajkamath.com/games/bladesoffury.html

2. **The Unknown City**
   I was responsible for analyzing and resolving the bug list prepared by the client. I had to optimize the levels for performance and then publish it to PS4 and Xbox One.
   http://ajkamath.com/games/unknowncity.html

3. **Cabin in the Woods VR**
   It is a VR Horror game for Google Cardboard. This is my IP and is published on the Google Play Store. It has received positive reviews and is my most successful game till date. I designed and developed this game in under a month.
   http://ajkamath.com/games/cabininthewoodsvr.html

4. **Planet Doom**
   It is a 2D Sci fi platformer with 10 narrative levels published on Google Play Store and iOS. My own IP
   http://ajkamath.com/games/planetdoom.html

5. **Street Volleyball**
   My first game ever with Unity3D. A 2D volleyball game made for Android/iOS. It took about 2 weeks to get the game working properly.
   http://ajkamath.com/games/streetvolleyball.html

6. **Hyper Space Racer**
   A 3D Endless space runner that will test your reflexes. I undertook this project to understand the basics of level generation in endless runners with the help of prefabs. It was great fun learning the mechanics. It also uses MoPub ad network for monetization and in-app purchases.
   http://ajkamath.com/games/hyperspaceracer.html

7. **Roller Ball Addiction**
   This game was for an Upwork client based on his idea. Roller Ball Addiction is a 2D physics-based ball game where your main objective is to make ball reach its destination.
   http://ajkamath.com/games/rollerballaddiction.html

8. **Fuzzball Jump**
   Based out of doodle jump, this game was created while I was learning the basics of 2D gaming. With the art taken from the asset store, mobile accelerometer-based control and simplistic UI, I successfully published this game on the Play Store/App Store in 3 days.
   http://ajkamath.com/games/fuzzballjump.html

AS A CONTRACTUAL DEVELOPER

1. **MAAC Andheri (Aptech Pvt. Ltd.)**
   At MAAC, I was hired as an onsite contractual Unity3D developer for the production of a proprietary AR app. Responsibilities included:
   a. Developing the AR application for Android with Vuforia
   b. Closely working with the 3D Art/Design and animation teams

2. **Comart Innovation Labs, Dadar**
   In October 2017, I was hired as an onsite contractual Unity3D developer to develop an HTC Vive VR App for their client 'Audi'.

As a Programmer

1. Extensive knowledge of Unity3D programming API. Expert in creating 2D, 3D controllers and scripts.
2. Worked with asset bundles in dynamic environments. Fetching asset bundles from the server and unloading their contents.
3. Worked with XML and JSON, PlayerPrefs serialization in Unity3D.
4. Expert in 2D character controller based on RigidBody 2D physics with simple raycasters and implemented complex functions like wall jumping, wall sticking etc.
5. Hands on experience with working on all stages of game development.
6. Intermediate level understanding of the project architecture, workflows and game design patterns.
7. Focus on writing and maintaining reusable code to ensure productivity and efficiency.
8. Proficient in Mecanim in creating 3D Animation controllers for players, blend trees and their integration in code.
9. Implemented mobile essentials such as IAP, social login, Ad monetization (Google Admob, Unity Ads and Mopub) along with Google Play achievements and GameCenter functionality.
10. Intermediate level audio implementation with Audio mixers and volume faders. Worked with Master Audio 3 for a project.
11. Proficient in handling input with the given Unity Input Manager. Also experienced in working with InControl from the asset store to implement input for Joystick Controllers.
12. Hands on experience with PS4 and Xbox One development. Gladiator: Blades of Fury and The Unknown City were developed and published for these platforms.
13. Microsoft and Sony PS4 TRC Compliance check.
14. Integration of Xbox Live for UWP and PSN Trophies for PS4.
15. Basic level materials and shader understanding. Implemented the lighting for several levels in my games.
16. Comfortable with Unity UI and NGUI.
17. Basic level understanding of WebGL. Rookie programmer with Javascript working on Phaser 3.

As a Designer

1. Can create POC, prototypes and GDD for your game idea.
2. Implemented 3D level design mockups with probuilder.
3. Implement workflows and UI mockups for mobile/PC games.
4. Basic understanding of terrain and paint tools in Unity3D.
5. Implemented Counter Strike maps with Hammer Valve editor in the Source SDK.
6. Thorough knowledge of the gameplay mechanics in Mobile and PC gaming.
7. Focus on improving gameplay experience thereby allowing greater retention in mobile gaming.

As an AR/VR Developer

1. Hands on experience with HTC Vive Cosmos, Oculus Quest and Google Cardboard VR.
2. Thorough understanding of the guidelines in VR to reduce motion sickness and to improve UX.
3. Input methods for VR include Raycasting & controller based input.
4. Strict focus on optimizing experiences and improving the framerate of VR applications.
5. Worked on Vuforia Unity SDK and ARCore to develop mobile AR experiences.
6. Currently working on a VR game for the Oculus/Vive Platform.
7. Comfortable working with Steam VR, VRTK and Oculus SDK for Unity.