

Tushar Lathiya

Unity Game Developer

CONTACT INFO

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- [GitHub](#)
- [LinkedIn](#)
- [Portfolio](#)

SKILLS

- **Language:** C, C++ , JAVA , C#, JavaScript
- **Backend & Database:** Node.js, Express.js, MongoDB, REST APIs
- **Tools:** Git, GitHub, Visual Studio, Unity, VS Code
- **Soft Skills:** Problem-Solving, Debugging, Teamwork

EDUCATION

Bachelor of Computer Engineering

- Gandhinagar Institute of Technology (2021 – 2025)

HSC

- PP Savani (2020-2021)

CERTIFICATIONS

- Problem Solving through Programming in C – NPTEL
- Programming in JAVA – NPTEL
- DSA with JAVA – APNA Collage
- Unity Game Development CDMI

SUMMARY

Motivated Game Developer with hands-on experience creating 2D/3D games in Unity using C#. Strong in OOP, gameplay scripting, UI, and basic game physics. Familiar with Git and design patterns. A fast learner with a creative mindset, eager to contribute to a game development team.

WORK EXPERIENCE

- **Argon IT Services LLP** Nov 2025 - jan 2026
Unity Game Developer - Intern
 - Developed UI systems and smooth animations using DOTween.
 - Designed and implemented responsive layouts in Unity UI.
 - Created and customized Particle Systems for visual effects.
 - Applied new Unity features to enhance performance and user experience.
- **Nested Solution** Feb 2026 - Present
Unity Game Developer
 - Developed and published Unity games with smooth performance and deployment.
 - Integrated monetization using Google AdMobs and in-app purchases.
 - Created engaging gameplay with animations while applying new Unity features and techniques.

PROJECTS

Created 15+ Unity games including 2D, 3D, puzzle, and physics-based projects. Worked on complete game development with animations and particle systems; more projects are available on GitHub.

Colorwood Block - Sort Puzzle:-

- Developed a unique color-based puzzle game with 100+ levels, featuring smooth DO-Tween animations, particle effects, and engaging gameplay. Implemented sound effects and background music to enhance user experience and fun.

Crowd Pickup Jam Game :-

- Developed 3D mobile game in Unity. with color-matching bus gameplay. Implemented character movement, spawning, bus seating systems, and smooth animations using DoTween. Created and optimized 100+ engaging levels for Android devices.

Third-PersonCharacterControllerGame :-

- Developed a third-person 3D mobile game in Unity with joystick controls, implementing player movement, camera follow system, animations, and interactive gameplay.

Multiplayer Tic-Tac-Toe Game :-

- Developed a real-time multiplayer Tic-Tac-Toe game in Unity using C# and Photon PUN 2, implementing matchmaking, synchronized gameplay, turn-based logic, and win/lose detection with a clean UI.

StupidZombies Game :-

- Developed a Stupid Zombies-style 2D shooting puzzle game in Unity using C#, featuring physics based projectile mechanics, enemy elimination logic, level design, and scoring for engaging gameplay.