
Rohit Bhosle

Unity 3D Developer

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CAREER OBJECTIVE

To work on number of diverse game development projects, thoroughly experiencing and learning all the aspects of development in order to become a full stack technical architect and excel

SKILLS

Highly Proficient

- Unity 3D Game Engine // 5+ yrs exp
- C# // 5+ yrs exp
- GUI Development
- Mobility Optimizations
- Custom Tool Creation
- GIT
- Quick Learner
- Google User
- Agile Methodology
- Visual Studio IDE // 6+ yrs exp

Knowledgeable

Test Driven Development, GUI Architectures, C++, LUA scripting, SDL 1.3 & 1.2, HTML, PHP, MySQL

EXPERIENCE

TOTAL - 6 YEARS

Housing.com - Locon Solutions - *Software Developer*

JUNE 2015 - PRESENT

VIRTUAL REALITY WALKTHROUGH - VALKYRIE - UNDER DEVELOPMENT

- Designing and implementing the whole of Client App for the walkthrough, compatible with Gear VR Oculus and Google Cardboard
 - Implementing Modern layout UI using the new Unity GUI
 - Achieving realistic visuals with optimization for mobility, and implementing scalable architectures while incorporating automations on as many levels as possible
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The Walt Disney Co - Indiagames - Sr. Software Developer, Games

JUNE 2014 - MAY 2015

DECEMBER 2011 - FEBRUARY 2014

ICC PRO CRICKET - RELEASED - 10th FEBRUARY 2015

HITOUT HEROES - RELEASED - 1st SEPTEMBER 2013

T20 CRICKET FEVER - VAULTED

- Cornerstone programmer from prototyping to release
- Designing and implementing the whole of Gameplay and its UI, and FTUE systems
- Extending editors and Creating custom tools for designers, for controlling difficulty and modifying AI behaviours
- Optimising for various aspect ratio and most of the mobility platforms then available
- Handled asset pipelines, with the 2D, 3D and animation teams
- Managing not only Milestones but weekly builds
- Mentoring my team and juniors

KNQ - Sr. Unity 3D Developer

FEBRUARY 2014 - APRIL 2014

SOLAN EXILES - DISCONTINUED

- Worked in a strong agile environment and was drilled with concepts of Test driven development, Dependency Injection, and writing “Clean Code”
- Created all Game UI using NGUI v3, and created a mecanim system to support large number of animation clips, but keeping the memory footprint low by dynamic loading

IronCode Gaming Pvt. Ltd. - Game Programmer

SEPTEMBER 2010 - DECEMBER 2011

PAHELIKA REVELATION - RELEASED - NOVEMBER 2011

- Gained here my initial knowledge of game development, by working of a modified version of PopCap C++ game framework and Lua scripting
- Learned creation and implementation of gameplay and its UI elements

EDUCATION

R.A.I.T, Mumbai University - B.E. in I.T. with Distinction

JUNE 2006 - JUNE 2010

Passed with Distinction, Bachelor of Engineering in Information Technology, ranked among top 10 in class

PERSONAL

- An Avid Gamer and passionate reader of novels and books
 - Interest in Digital marketing, human and crowd psychology as well as behavioural analysis
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