RAYAN MADAN

Software Engineer

Vellore, India

+91 7030912088
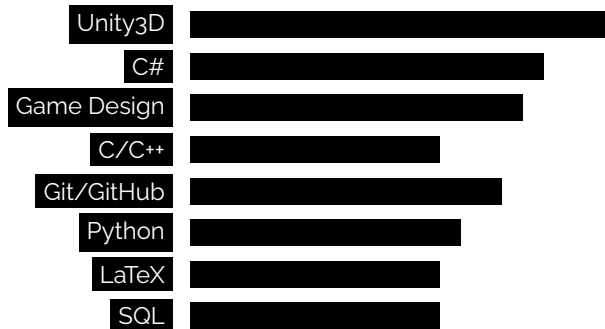
rayan-madan

vladthenotsoglad

graphicmismatch.itch.io

graphicmismatch

rayan.madan.2005@gmail.com

WHO AM I?

I'm a Unity Game Developer and Software Engineer with 3 Unity certifications, 3 Coursera specializations, 4 internships, 12+ game jams, and global competition awards. I specialize in Unity & C#, with experience in XR, AR/VR, systems programming, and full-stack concepts. I'm passionate about building scalable, engaging interactive experiences and collaborating across diverse teams.

Skill	
Unity3D	
C#	
Game Design	
C/C++	
Git/GitHub	
Python	
LaTeX	
SQL	

EXPERIENCE

01/2025 – 06/2025
Internship

Game Developer Intern — **Eternoplay Studio**

Developed and published "Word Quest 2025" on Google Play Store.
Implemented scalable game architecture and optimized mobile performance.
Collaborated with cross-functional teams using Agile.

`Unity3D / C# / Python / Git`

02/2022 – 07/2022
Internship

Unity Developer Intern — **Corkbrick Europe**

Designed and implemented core game mechanics including survival and building systems.
Contributed to world design and optimized geometry rendering.
Applied OOP principles for scalable code.

`Unity3D / C# / Git`

09/2021 – 12/2021
Internship

Unity Developer Intern — **Techax Labs**

Reduced APK size by 40% using Unity Addressable Assets with AWS integration.
Developed AR-based apps with ARKit, ARCore, and OpenCV.
Built ML-driven agents with Unity ML-Agents.

`Unity3D / C# / Git / Vuforia`

06/2021 – 08/2021
Internship

Unity Intern — **Compact Gyan**

Implemented physics simulations for educational apps (refraction, gravity).
Developed reusable modular code components.

`Unity3D / C#`

EDUCATION

2023 – 2027

B.Tech - Computer Science and Engineering — **Vellore Institute of Technology - Vellore**
Extracurricular Activities:

- Senior Core (Game Dev / XR) at Google Developer Student Club (GDSC-VIT)

- Mentoring juniors, hiring, and guiding hackathon teams

2021

Grade X - ICSE (93.2%) — **Vibgyor High, Pune**
Computer Applications - 100%

2023

Grade XII - CBSE (77.8%) — **Abhinav English School, Pune**
Informatics Practices - 92%

CERTIFICATIONS & COURSES

- Unity Certified Professional: Programmer (2021–2024)
- Unity Certified Associate: Programmer (2021–2024)
- Unity Certified User: Programmer (2021–2024)
- Coursera Specializations:
    - C# Programming for Unity Game Development (University of Colorado)
    - Extended Reality for Everybody (University of Michigan)
    - Game Design: Art and Concepts (CalArts)
- Google Cloud Generative AI (Prompt Engineering, Vertex AI, Streamlit)

PROJECTS & GAMES

- **Defrost** (Winner - CodeDay 2022 World Champion & Best in Class)
- **Pandaemonium** (Ludum Dare 55) - Link
- **Dream** (Russia Summer Game Jam) - Link
- **EchoesFromBelow** - Link
- **Apple** (4th in Enjoyment - Ryan Laley Games Game Jam 2025) - Link
- **WASDE** – Dialogue editor built in Unity

AWARDS

- CodeDay Summer 2022 – World Champion Excellence Award & Best in Class Game
- VIT GDSC WomenTechies'24 Hackathon – 3rd Place (AR-based project)
- Genesis Studio 2 Stage – 1st Place (Game Jam, VIT Gravitas)

LANGUAGES

English - Native
Hindi - Native
Marathi - Mother Tongue
French - Basic

TECHNICAL SKILLS

Unity, C#, C/C++, Python, Java, SQL, Git/GitHub, Unix/Linux, Bash, Postman API Testing, Blender, Aseprite, GIMP, OpenMPT

HOBBIES

Listening to music, playing innovative indie games, exploring electronics & tinkering with software projects.