

Aditya E Ajith

Unity Gameplay Systems Programmer

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[Portfolio](#)

[Github](#)

[LinkedIn](#)

[Medium](#)

[Play store](#)

Summary

Unity Gameplay Systems Programmer focused on scalable gameplay systems, predictive AI behavior, and modular architecture. Experienced in building performance-aware combat systems, progression mechanics, reusable UI/gameplay frameworks, and real-time simulation visualizations across multiple Unity projects.

Skills

- Languages : C++, C#, SQL/Javascript(Basic).
- Engines : Unity, Unreal Engine (Basic)..
- Core skills : Gameplay Systems, AI Behavior, State Machines, Object Pooling, ScriptableObjects, UI Systems, Performance Optimization
- Tools : Git, Blender, Maya, ZBrush, Substance Painter

Projects

- **Deviloper** (Unity Engine) : ([Github Link](#)) ([Video](#)) ([Play](#)) ([Play store](#))
 - Built a wave-based combat game with configurable enemy waves, weapon progression, upgrades, and abilities
 - Implemented predictive AI targeting based on player movement
 - Designed weapon unlock, progression, and upgrade systems
 - Optimized performance using object pooling to reduce runtime instantiation overhead
- **Tanks Battle** (Unity Engine) : ([Github Link](#)) ([Video](#))
 - Developed physics-based shooting system with trajectory calculation
 - Implemented predictive AI that estimates player movement and calculates projectile trajectory/force to hit moving targets.
 - Implemented state machine-based enemy behavior
 - Designed achievement system
- **Chest System** (Unity Engine) : ([Github Link](#)) ([Video](#))
 - Designed timed chest unlocking system with controlled RNG rewards
 - Implemented gem-based instant unlock flow
 - Built modular UI and state-driven architecture
- **Paralyzed** (Unity Engine) : ([Github Link](#)) ([Video](#)) ([Play](#))
 - Built puzzle platformer with shooting-based movement system
 - Implemented interaction system for environment triggers
 - Focused on gameplay design and player experience

Experience

- **Unity Programmer** - Autosky Aerospace Pvt Ltd, Bangalore (July 2022 - May 2026)
 - Developed real-time simulation systems integrated with external computation/data pipelines
 - Designed scalable architecture for handling large spatial environments and dynamic objects
 - Focused on performance optimization and system stability under simulation constraints
- **Game Developer** - Oasis Meta Games, Prague, Czech Republic (Nov 2022 - Mar 2023)
 - Developed sandbox map editor for user-generated content
 - Built gameplay systems and tools for interactive environments
 - Contributed to arcade-style gameplay prototypes
- **Unity Mentor & Code Reviewer** - Outscal Technologies Inc, Delhi (July 2022 - Oct 2025)
 - Conducted code reviews and guided developers on system design
 - Mentored students in gameplay programming and architecture
- **Game Developer** - Tomo Club, Pennsylvania (Sept 2022 - Nov 2022)
 - Built multiplayer tile-based game focused on teamwork and strategy
 - Implemented turn-based systems and player interaction logic