MITHUN M

UNITY GAME DEVELOPER

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SKILLS

Unity Skill Set

- Render Pipelines
- Cinemachine
- Animations
- Navmesh
- Unity Timeline
- Tilemapping
- Particle systems
- Character controller
- Animator controller
- Audiomixer and Audio
- Wheel colliders and vehicle physics
- Photon Unity Networking
- Addressables Asset System
- WebGL Build Optimization & Debugging
- Scriptable Objects
- Shader Graph – Basic Material Editing
- Behaviour Graph – Basic AI Setup

Optimization Skill

- Occlusion Culling
- Light baking
- Texture compression
- Sprite atlas
- Object pooling
- Unity profiler
- Unity Frame Debugger
- WebGL Memory & Build Size Optimization
- Addressables Load-Flow Optimization

Coding Skills

- Advance scripting
- Data structure
- Design patterns

Programming Languages

- C#
- C
- JavaScript
- HTML, CSS

Version Controls

- Git
- GitHub

Design Tools

- Figma – Game UI Design
- Blender – Basic 3D Editing & Asset Tweaking

EDUCATION

ELECTRICAL AND ELECTRONICS ENGINEERING
SHM ENGG. COLLEGE(2009-2013)

DIPLOMA IN COMPUTER APPLICATION (2017)

DIGITAL MARKETING (2018)

AUTOCAD ELECTRICAL BASED (2015)

PROFILE

Unity Game Developer passionate about building polished and high-performance gaming experiences across mobile, multiplayer, and WebGL platforms. A fast learner with strong critical thinking and problem-solving abilities.

Adaptable and technically proficient, I bring hands-on experience delivering 15+ mobile games, contributing to an AA-level project, and supporting large-scale WebGL game conversions. Committed to continuous improvement, I enjoy collaborating with teams to deliver reliable, engaging games and turn complex ideas into playable products.

PROJECTS

COMMERCIAL PROJECTS

WebGL Game Migration & Multiplayer Integration – The Grand Gaming (2025)

- Converted and optimized 20+ Unity games to WebGL, improving browser performance, memory usage, and load stability.
- Integrated Photon PUN2 multiplayer in 8 browser-based titles, resolving synchronization and connectivity issues
- Implemented Addressables-based asset workflows to reduce build size and improve asset loading efficiency.

WebGL Game Migration & Multiplayer Integration – The Grand Gaming (2025)

Contributed to gameplay systems, performance optimization, and debugging during a 2+ month development cycle on an AA-scale horror zombie title.

Hypercasual Mobile Games – The Sunday Games (2024)

Delivered 15+ production mobile games across multiple genres, focusing on gameplay mechanics, UI flow, and performance optimization.

Selected Training Projects – Brototype (2023–2024)

AR Basketball – ARCore/ARKit integration, physics-based gameplay, gesture controls
Alien Hunter – 3rd Person Shooter – Character controller, combat systems, animations
Zombie Killer – Photon Multiplayer – Matchmaking, synchronization, zombie AI
Army Parking Game – Vehicle physics, precision gameplay mechanics

EXPERIANCE

- **Game Developer Trainee –Brototype (Jan 2023 – Jan 2024)**–Gained hands-on Unity experience, focusing on AR/VR, multiplayer systems, and optimization. Built skills in scripting, 3D modeling, and rapid prototyping.
- **Game Developer –The Sunday Games (Jan 2024 – Present)**–Leading development of 15+ hypercasual games using Unity, focusing on creative design, gameplay, and performance. Collaborating with teams for seamless experiences and optimized visuals
- **Game Developer – The Grand Gaming (Jan 2025 – Present)**-Optimized and converted 20+ Unity games to WebGL, including 8 Photon multiplayer titles, handling Addressables integration, performance tuning, and WebGL bug fixing. Also contributed to an AA-level horror zombie project, working on gameplay **systems and debugging.**

LANGUAGES

English
Malayalam
Hindi