

Sankara Pandi

Unity Developer — Gameplay & Systems

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PROFILE

Unity developer with three years shipping iGaming and hyper-casual titles in production. I build the systems underneath games — physics, state, progression — and the live backends that keep them running. Comfortable owning a feature from prototype to release, and equally at home in Godot. Mechatronics background, which is where the rigid-body and integration maths behind the physics work comes from.

EXPERIENCE

Game Developer

DML, Coimbatore · Sep 2023 – Present

- Ship iGaming and hyper-casual titles in Unity and Godot, from prototype through to release.
- Build UI-driven game systems — state machines, reward and progression logic, and the data layers behind them.
- Own gameplay features end to end, working to production deadlines alongside design and art.

Game Designer

Arcadix, Remote · Apr 2023 – Jul 2023

- Designed level layouts and player-progression systems with the design team.
- Implemented gameplay mechanics and environmental storytelling beats.

3D Designer

3dezine, Remote · Sep 2022 – Mar 2023

- Produced 3D assets for clients across gaming, advertising and architecture.
 - Ran several projects in parallel against fixed client deadlines.
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SELECTED PROJECTS

Desk Strike Unity 6 · URP · C# · Shipped on CrazyGames

Turn-based 3D physics duel for mobile web. A single drag sets aim, power and contact point at once; the aim line draws the whole predicted path, integrated against the real physics rather than approximated. Five pens with genuinely different mass, grip and curve response make pen choice the strategic layer. Solo developer, ~120 C# scripts.

Office Trip Unity · Multiplayer · PlayFab · Unity Gaming Services

Networked social-deduction game built on a complete live-service backend rather than a prototype stub: authentication, cloud save, a soft-currency economy, battle pass, leaderboards, remote config and analytics all sit behind one service layer the gameplay code calls without knowing who answers. ~665 C# scripts across modular assembly definitions.

Also built Godot 4 · Unity AR · Blender

A multiplayer space shooter on Godot's high-level networking API; neAR, an augmented-reality Unity app using native camera access and on-device tracking; and character and prop work in Blender, retopologised and textured for real-time budgets. Case studies for each are at madara.pages.dev.

TECHNICAL SKILLS

Engines Unity 6 (URP), Godot 4, Unreal 5

Languages C#, GDScript, HLSL basics, HTML / CSS / JavaScript

Gameplay Rigid-body physics, state machines, Input System, Cinemachine, opponent AI, progression systems

Live services PlayFab, Unity Gaming Services, Cloud Save, Economy, Leaderboards, Remote Config

Practice Automated testing, assembly definitions, Git, profiling, editor tooling

Art Blender, Aseprite, Photoshop

EDUCATION

B.E. Mechatronics Engineering

Park College of Engineering and Technology, Coimbatore · 2020 – 2024

Higher Secondary Certificate

OVC Higher Secondary School · 2018 – 2020