

Ghanasyam K. R

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SUMMARY

Senior Unity Developer with 6 years of experience building, optimizing, and scaling mobile games across casual, hyper-casual, hybrid-casual, and mid-core genres. Strong expertise in C#, gameplay systems, Unity editor tooling, modular architecture, performance optimization, and LiveOps. Proven ability to lead projects, architect clean and extensible systems, and deliver stable, high-performance code that accelerates development and supports live operations.

EXPERIENCE

Super Huge Studios, *Senior Unity Developer*

02/2023 – Current | Bangalore

- Designed and built core gameplay mechanics and retention features for **Solitaire Candy World** Tripeaks game from scratch, building the game from 0 to 1. Achieved over 70,000 downloads, with retention rates of 42% at D1, and 12% at D7.
- Created an in-house AI model integrated into Unity that converts images to Solitaire levels, where designers can take over and finish them, enabling 3 times faster level generation.
- Engineered numerous editor tools, workflow automations, and CI/CD systems, reducing level design time by threefold for Solitaire and enabling rapid production.
- Created simulation bots for Solitaire to run tens of thousands of gameplay iterations in minutes, enabling data-driven economy balancing and RNG validation
- Developed HyperCore, a reusable Unity framework enabling production of two to three hyper-casual games monthly.

TVS Meta, **Vedantu**, *Freelance Unity Developer*

08/2022 – 12/2022 | Bangalore

Vedantu

- Developed gamification features for a learning application.

TVS Metaverse

- Worked on an open-world Unity project involving bike reveals and missions in a metaverse.
- Implemented cinematic bike displays using Cinemachine.

GetMega, *SDE - Unity Developer*

12/2021 – 08/2022 | Bangalore

- Ported multiple hyper casual games from LibGDX to Unity.

NCore Games, *Assistant SE - Unity Developer*

09/2020 – 12/2021 | Bangalore

- Worked on a side-scrolling rhythm based game (TAPPI).
- Worked on a F2P multiplayer shooter game (FAUG).
- Created User Registration system with fallback flows using PlayFab
- Worked on multiplayer session management
- Assisted with gameplay systems, Bug fixes, UI, and optimization tasks.

Bibox Labs, *Freelance Unity Developer*

12/2019 – 09/2020 | Bangalore

- Developed an electronic simulation application using Unity.
- Integrated image recognition and cloud-based APIs.

EDUCATION	
Asian Institute of design Bangalore, <i>Diploma Game Developing</i>	07/2019 Bangalore
College of Engineering Payyannur, <i>Btech E.E.E</i>	01/2017 Payyannur, Kerala

SKILLS & TOOLS	
Engines & Languages: Unity (primary), C#, experience with LibGDX and Phaser.js; exposure to C++, C, Python	
Architecture: OOP, SOLID principles, design patterns (Factory, Command, FSMs)	
Performance: Profiling, frame debugging, memory optimization, draw-call reduction (UI & VFX)	
Tooling & Workflows: Unity editor tools, workflow automation, CI/CD, AI-assisted development	
Graphics & UI: Animator, DoTween, Shader Graph, Cinemachine	