Utsav Agarwal

Game Programmer | Unity, VR, AI & Multiplayer

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PROFESSIONAL SUMMARY

Full-time game programmer skilled in the Unity engine, with hands-on experience in VR, gameplay systems, enemy AI, modular asset building and multiplayer networking with Photon Fusion. Builds location-based VR experiences for shared physical spaces. Enjoys turning ideas into playable experiences and solving technical challenges that make games more engaging and reliable.

TECHNICAL SKILLS

Engines & Languages: Unity, C#, C++, Unreal Engine (prototyping)

Gameplay & AI: Gameplay Programming, AI Systems, Finite State Machines, Character Movement, Combat Logic, Animation Control

VR & Multiplayer: VR Development, Photon Fusion, Multiplayer Systems, Shared-Space VR, Network Debugging

Architecture & Tools: Modular Systems, Dependency Injection (VContainer), MessagePipe, UI Systems, Git, Debugging & Testing

PROFESSIONAL EXPERIENCE

Unity Game Developer, 2 Dude Studios — April 2026 - Present

- Develop location-based entertainment (LBE) VR experiences for shared physical spaces using Unity and C#.
- Build Unity UI systems, including operator and host control panels, plus arena setup and configuration tools.
- Integrate Photon Fusion and develop multiplayer systems, including match flow, player management and spawning.
- Create reusable utilities and modular code; debug, integrate and test features across the project.

Unity Game Developer, Apex Dream Studio — November 2025 - March 2026

- Contributed UI systems to a large-scale VR project.
- Implemented gameplay and rendering-related features in Unity.
- Designed reusable architecture and scalable systems for long-term maintainability.
- Developed core functionality for a voxel-based project.

Unity Game Developer Intern, Anstric Games — June 2024

- Built a 2D fighting-game prototype, including character movement and combat logic.
- Implemented animation control and gameplay features; integrated particle effects and sound.

Game Developer Intern, Alone Clone Studios — December 2023 - February 2024

- Prototyped games in Unity and Unreal Engine, including a multiplayer FPS prototype.
- Worked on weapon rendering and cinematic capture.
- Built endless-runner mechanics with procedural environments and collision-based interactions.

PROJECTS

LBE VR (Company Project | Unity, C#, Photon Fusion, VR)

- Shared-space VR gameplay with arena configuration, multiplayer integration and modular utilities.

Enemy AI (Personal Project | Unity, C#, State Machines)

- Patrol routes, vision-based detection and suspicious, alerted and searching states with AI state transitions.

Fight Arena (Personal Project | Unity, C#, Animator)

- Tekken-inspired 3D fighting prototype with character movement, combat mechanics, animation control, camera behavior and arena boundaries.

CERTIFICATION

- **Unity Certified Associate: Programmer**, Unity Technologies (credly.com/badges/8d14fb76-37ea-4caa-a7da-df510a67772a)