ANOUSH DARAESH MISTRY

UNITY GAME PROGRAMMER

CONTACT

- +91-7569795497
- anoushmistry@gmail.com
- Hyderabad, Telangana
- linkedin.com/in/anoush-mistry
- https://anoushmistry9.wixsite.com/gamedev-portfolio

EDUCATION

2021 - 2025
BACKSTAGE PASS INSTITUTE OF GAMING AND TECHNOLOGY

- B.Sc (HONS) in Computer Science & Game Development CGPA - 9.13

SKILLS

- Strong understanding of programming principles, architectural patterns, and clean code practices in C#
- Familiar with frameworks like **StrangeIOC, Adic** and Reactive Programming using **UniRx.**
- Exposure working with **Unity services** (Friends, Authentication, Relay, Lobby) and **Netcode for Gameobjects.**
- Good understanding of **Git** and also **BitBucket** version control.
- Knowledgeable about **core game design principles** and player psychology
- Fast learner, adaptable to evolving tools and production pipelines
- Effective Communication

LANGUAGES

- English (Fluent)
- Hindi (Fluent)
- Gujarati (Fluent)
- Telugu (Basic)

ABOUT ME

I'm a dedicated game programmer with experience developing diverse game mechanics and systems in Unity. I enjoy tackling technical challenges and crafting engaging player experiences, whether in horror atmospheres, chill narrative games, or mobile games. My approach emphasizes efficiency and creativity, with a focus on clean and effective code. Outside of development, I'm constantly exploring new games and industry trends to stay inspired and informed.

I'm seeking an opportunity as a programmer to apply my skills in developing efficient and innovative projects.

WORK EXPERIENCE

GoLive Games Studios Pvt. LTD   FEB 2025 - JUL 2025
Unity Programmer (Intern)
Shipped Titles - **Cricket Champions Esports 2025 (10K+ Downloads)**

- Designed and implemented new gameplay mechanics and features for multiple mobile games, enhancing core player interactions and progression systems.
- Built scalable systems for currency and resource generation, including offline earnings, ensuring smooth and engaging idle gameplay experiences.
- Leveraged dependency injection frameworks such as StrangeIoC and Adic to create maintainable and decoupled codebases, and added onto existing reactive programming patterns using UniRx for efficient event-driven systems.
- Worked on existing user authentication and developed social functionality by integrating Unity's **Friends** Service, enabling login and social connectivity features.

Rahas Interactive   JUL 2024 - OCT 2024
Unity Programmer (Intern)

- This role strengthened my understanding of game development processes and teamwork in a studio setting.
- Gained hands-on experience with version control and agile development processes, contributing to the successful completion of key project milestones.
- Used Unity's Timeline to create engaging cutscenes and sequences. Designed and scripted quests, contributing to narrative development and gameplay flow.

Level2 Games   OCT 2023 - MAR 2024
Unity Programmer (Intern)

- Worked on implementing core gameplay mechanics and features in Unity, collaborating closely with designers and artists to bring concepts to life.
- Published one game "Fish Strike" on Google Play which got 100+ downloads
- Gained hands-on experience with Unity and C#, refined my problem-solving skills, and learned the dynamics of working in a fast-paced production pipeline.

PROJECTS

- **Grapple Dash: Astronaut's Void Odessey**
- **Byte: The CyberDog**
- **Echoes Of The Asylum**
- **Luminara: Echoes of the Past**