

CONTACT

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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 StrangelOC, Adic and Reactive Programming using UniRx.
- Experience working with Unity services (Friends, Authentication, Relay, Lobby)
- 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)

ANOUSH DARAESH MISTRY

UNITY GAME PROGRAMMER

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, fast-paced shooters, 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 StrangelOC and Adic to create maintainable and decoupled codebases, and added onto existing reactive programming patterns using UniRx for efficient event-driven systems.
 - Developed user authentication and social functionality by integrating Unity's built-in services, enabling secure login systems 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](#)