

YASH BHAVSAR

Game Developer / Programmer

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Education

Dr. D. Y. Patil College of Engineering, Akurdi, Pune

B. Tech in Artificial Intelligence & Data Science

2025 - 2028

Current CGPA - 8.84/10

Government Polytechnic, Chh. Sambhajinagar

Diploma in Artificial Intelligence & Machine Learning

2022 - 2025

Percentage - 92.80%

Experience

Ram XR

[\[GitHub\]](#)

April 2026 - May 2026

Unity VR Developer Intern

On-site

- Led a 6-intern Unity team on a veterinary canine simulation: defined the implementation pipeline, assigned tasks, and clarified deliverables
- Built VR interactions (object grabbing and snapping) using Meta SDK and Unity XR Interaction Toolkit
- Developed the VR environment with baked lightmaps, world-space UI panels, and controller input mapping

AZYMAR

[\[LinkedIn Post Video\]](#)

March 2026 - April 2026

Unity 2D Developer Intern

Remote

- Co-developed "Old Raman House", a Granny-inspired 2D side-scroller horror game, in a team of 2 interns
- Built the hallway and CCTV room environments with doors, windows, and torn-wall assets
- Designed and implemented the door-opening mechanic, its animation, and the character walk cycle

Projects

Carrom Legends

[\[Play Store\]](#)

June 2026

Unity | Android Game

Published

- Solo-developed and published a 4-player mobile carrom game on Google Play (2,500+ downloads), covering gameplay, UI/UX, audio, testing, and store release
- Built event-driven gameplay systems and a rule-aware bot AI that ranks shots by distance and varies its choices to avoid repetitive play

Dynamic NPC Behavior System [\[LinkedIn Post Video\]](#)

January - April 2025

Unity | PC | Team of 6

Diploma Final Year Project

- Led gameplay integration across a 6-person team, linking AI dialogue to NavMesh movement, animations, and inventory
- Architected a modular Unity framework of 6 decoupled systems (dialogue, interaction, animation, navigation, world awareness, inventory) using ScriptableObjects and event channels

Spark Shift

[\[Itch.io Page\]](#)

January 2026

Unity | PC | Team of 2

GENESIS 5 Game Jam Submission

- Co-developed a 2D cyberpunk puzzle game with 5 handcrafted levels and a risk-based wire-connection mechanic
- Implemented puzzle logic, progression unlocks, and reactive audio and VFX feedback

Type to Survive

[\[Play Online\]](#)

February 2026

Three.js | Web | Team of 2

GDGC Tech Fest

- Built a 3D browser typing-runner where WPM and accuracy are tuned into character speed, with asymmetric acceleration and anti-exploit accuracy weighting
- Used object pooling to run an endless Three.js environment, and shipped it with a leaderboard at a live college Tech Fest, played by 50+ students

Skills

- **Engines & Languages** - Unity (2D, 3D, VR/XR), C#, JavaScript (Three.js), C++, Python
- **Tools & Technologies** - Git/GitHub, Meta SDK, Unity XR Interaction Toolkit, Google Play Console

Certifications & Achievements

- Volunteer, Google Developer Groups on Campus (GDGC) - built games for the college Tech Fest
- Zonal Carrom Winner, Inter Engineering Diploma Students Sports Association (IEDSSA), 2025
- Generative AI Certification, LinkedIn Learning (July 2023) - [\[Credential\]](#)