

# ANGAD SINGH

## UNITY DEVELOPER

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Video game engineer with over 20 single-player and multiplayer games shipped across hyper-casual and mid-core verticals. My goal is to give people a memorable lifetime experience that they can enjoy by themselves, with family, friends or with someone special.

## WORK EXPERIENCE

### Terra

#### Unity Developer

April 2023 - Present

##### Terra Client App

*Terra's core gaming platform bringing all Terra-developed games into one app.*

- **Designed and shipped a Multiplayer Gameplay Stack** using Netcode For GameObjects with a **custom matchmaking, lobby, and room system** supporting both **Relay and Dedicated Servers**.
- Provided ongoing technical support to multiple teams, helping unblock development issues and improving overall delivery timelines.
- Designed the **architecture for a LLM-based game system** using REST APIs with streaming responses, **reducing AI response latency by 20–40%** compared to non-streamed approaches.
- Enabled runtime AI features including text and image comprehension, content generation, and TTS, allowing fully dynamic, AI-driven gameplay scenarios.
- Built production efficiency Unity Editor tools to accelerate prototyping, testing, and content iteration.

##### Speed Pursuit

*Multiplayer car racing*

- **Reduced draw calls by 30–50%** through batching, LOD systems, and aggressive culling strategies.
- Performed in-depth optimization in CPU, GPU, and Memory usage using Unity Profiler, achieving **10-20 FPS improvement** on low-to-mid tier devices.
- Created **custom network sync components** to maintain smooth gameplay at high object speeds and variable latency.
- Built adaptive AI with **rubber banding** ensuring an always exciting experience.

##### Racing Motocross

*Multiplayer dirt bike racing*

- Engineered a **physics-based biking system** achieving an arcade yet responsive bike feel.
- Improved cold start and **scene load times by 35–50%** through asset stripping and asset bundles.
- Improved player onboarding and download times on mobile platforms by **reducing asset bundle size by 20–35%**.
- Optimized **server build load times by 25–40%**, by asset bundle caching.

##### Arrow Master

*Top-down action rogue like*

- Built a rogue like system with over 50 power ups and 30 levels.
- Built a **scalable combat system** with multiple status effects and damage types.
- Created a **grid based AI system**, with custom dynamic pathfinding.

##### Thunder Warrior

*Third person action*

- Created **modular third person combat system**
- Developed a generic enemy AI framework using **state machines**, adaptable for different action game scenarios.
- Developed **reusable gameplay templates** and systems to speed up development and **reduce iteration time by 30-40%**.
- Solved complex physics and maths challenges to support advanced player abilities and achieve responsive, satisfying gameplay feel.

## The Time Smiths

### Graphic Designer

February 2022 - November 2022

- Designed year books templates for the company brochure.
- Collaborated with clients and on end to end design of yearbooks.
- Designed yearbooks for SNMC Jodhpur, IFMR GSB, AIIMS and IIT H.

## SKILLS

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### Technical Skills

C# • C++ • Python

### Tools

Unity • Unreal • Photoshop • Maya • ZBrush • Substance Painter

## EDUCATION

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### ICAT College Of Design & Media

BSc. - Game Design & Development

2020-2023, Bangalore