

Aisha Patel

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SUMMARY

Experienced Unity Developer with over 5 years of expertise in building immersive 3D applications and games. Proficient in C# and augmented reality technologies, with a strong focus on delivering engaging user experiences and optimizing performance.

EXPERIENCE

Senior Unity Developer

Mar 2021 - Present

Innovative Games Studio, San Francisco, CA

- Led a team of 5 developers in the creation of a mobile AR game that generated \$1.2 million in revenue within the first 6 months of launch.
- Improved game performance by 40% through optimization of graphics and code, resulting in a better user experience and increased player retention.
- Implemented a new asset management system that reduced asset loading times by 30%, enhancing gameplay fluidity.

Unity Developer

Jun 2018 - Feb 2021

Creative Tech Solutions, Los Angeles, CA

- Developed a VR training application for corporate clients, which led to a 25% increase in training efficiency.
- Collaborated with UI/UX designers to create intuitive interfaces that improved user satisfaction scores by 15%.
- Utilized version control systems (Git) to manage project updates and streamline team collaboration effectively.

Junior Unity Developer

Jun 2016 - May 2018

NextGen Studios, New York, NY

- Assisted in the development of an award-winning indie game that received nominations at various game festivals.
- Contributed to the design and implementation of game mechanics, helping achieve an average player rating of 4.8 on the App Store.
- Participated in code reviews and established best practices that increased code quality and reduced bugs by 20%.

EDUCATION

Bachelor of Science in Computer Science

May 2018

University of California, Berkeley, Berkeley, CA • GPA: 3.7

SKILLS

Technical Skills: C#, Unity3D, Augmented Reality (AR), Virtual Reality (VR)

Tools & Frameworks: Git, Visual Studio, Unity Collaborate, Photon Networking