
Sachin Hande

Unity 3D Developer

(+91) 99203-86386

mail@sachinhande.com

India

CAREER OBJECTIVE

To work on number of diverse game development projects, thoroughly experiencing and learning all the aspects of development in order to become a full stack technical architect and excel

SKILLS

Highly Proficient

- Unity 3D Game Engine // 6+ yrs exp
- C# // 6+ yrs exp
- GUI Development
- Mobility Optimizations
- Custom Tool Creation
- GIT
- Visual Studio IDE // 7+ yrs exp

Knowledgeable

- Agile Methodology
- GUI Architectures
- Test Driven Development
- C++
- LUA scripting
- SDL 1.3 & 1.2
- HTML, PHP, MySQL

Beginner

- Blender 3D
- Adobe Photoshop

Highly Proficient but Informal

- Quick Learner
 - Good Google User
-

EXPERIENCE

TOTAL - 8 YEARS

Housing.com - Locon Solutions - *Software Developer II*

April 2015 - PRESENT

VIRTUAL REALITY WALKTHROUGH - VALKYRIE - UNDER DEVELOPMENT

- Designing and implementing the whole of Client App for the walkthrough, compatible with Gear VR Oculus and Google Cardboard
- Implementing Modern layout UI using the new Unity GUI
- Achieving realistic visuals with optimization for mobility, and implementing scalable architectures while incorporating automations on as many levels as possible

The Walt Disney Co - Indiagames – *Tech Lead, Games*

February 2012 - April 2015

ICC PRO CRICKET - RELEASED - 10th FEBRUARY 2015

HITOUT HEROES - RELEASED - 1st SEPTEMBER 2013

T20 CRICKET FEVER - VAULTED

- Cornerstone programmer from prototyping to release
- Designing and implementing the whole of Gameplay and its UI, and FTUE systems
- Extending editors and Creating custom tools for designers, for controlling difficulty and modifying AI behaviours
- Optimizing for various aspect ratio and most of the mobility platforms then available
- Handled asset pipelines, with the 2D, 3D and animation teams
- Managing not only Milestones but weekly builds
- Mentoring my team and juniors

Indusgeeks Solutions Pvt. Ltd - *Unity 3D Game Developer*

January 2010 - January 2012

Clinispace (IIL), Flipside workspace, Nurse Training, cross cultural Training & Virtual Medical Coding

- Developing 3D multiuser world application for corporate training and educational purpose.
- Worked extensively and developed virtual walkthrough in a 3d environment using unity 3D.
- Hands on experience Game Designing, Technical architecture designing and Game play programming.
- Developing a GUI system in unity engine which will be more attractive and smooth interaction with virtual world entities.

Idealabs Interactive. - *Game Developer*

August 2008 - DECEMBER 2009

Doodlewar, Regenerate and Retail management Prototype

- Developing 2D Games for the PC platform
 - Worked extensively and developed games using Torque **2D**
 - Hands on experience on developing applications using QT(a Cross Platform Development SDK).
 - Developing arbitrarily shaped Skinned Windows Applications using Win 32 API.
-

EDUCATION

R.J. College of arts, commerce and science, Mumbai University - *M.Sc. in C.S.*

MARCH 2007 - MARCH 2008

Passed with Second class, Master of Science in Computer Science.

K.J. Somaiya College of arts, commerce and science, Mumbai University – *T.Y.Bsc in Physics*

MARCH 2003 - MARCH 2006

Passed with Second class, Master of Science in Physics.

K.J. Somaiya College of arts, commerce and science, Mumbai - *HSC*

FEB 2002 - FEB 2003

Maharashtra Board, Science – Second class

Samta Vidya Mandir School, Ghatkopar, Mumbai.- *SSC*

MARCH 2000- MARCH 2001

Maharashtra Board – First class
