Amithabh Valsan

Gameplay Programmer | Unity Developer

Kerala, India | amithabhvalsan84@gmail.com | linkedin.com/in/amithabh-valsan-18031515a | behance.net/amithabhvalsan | amithabhvalsan84.artstation.com

PROFILE

Unity gameplay programmer with about two years of game development experience, including work on three live mobile games and one taken from scratch to release. Strong in C#, game physics and math, with hands-on experience in Firebase backends, multiplayer networking, AI systems and shaders. A UI/UX design background helps me build systems that feel right in the player's hands as well as run well.

EXPERIENCE

Game Developer | Archfiend Studio Pvt Ltd, Kochi (Remote) — Sep 2025 - Present

- Gameplay programming on live Unity mobile games, including **Pixel X Racer: Drag Racing** (2D physics-based racing, App Store): delivered Pursuit mode, time attack and Monthly Challenge.
- Took **BrixFix** from scratch to release on Google Play: UI, backend integration, authentication and Firebase (Firestore, Remote Config).
- Built stadium crowd rendering for **MetaShot** with a custom URP shader, and worked on cloud streaming through Amazon GameLift.
- Implemented NPC behaviour with finite state machines, raycasting, deep links and universal links, and multiplayer networking.

Game Development Trainee | BigBoy School of Gaming, Kochi — Nov 2024 - Jul 2025

- Professional Unity 3D game development programme covering Unity fundamentals, assets, world building, C# programming, gameplay mechanics, physics and math.

Associate UI/UX Designer | My Next Film (Remote) — Aug 2023 - Oct 2023

- Key designer on the company website, with focus on the Scripting Pad, its central feature.

UI Designer | Thinkering Labs, Bangalore — Apr 2023 - Jun 2023

- Produced multiple mockup designs and trained college students on Figma.

EDUCATION & CERTIFICATION

BSc Animation and Visual Effects | Zee Institute of Creative Art (ZICA), Mangalore — 2018 - 2021

Google UX Design Professional Certificate | Coursera — Nov 2022 - Mar 2023

Diploma in Photography | LightMagic School of Photography — 2017 - 2018

SKILLS

Engineering	C#, Unity, game physics, math, gameplay mechanics, AI and FSM, raycasting, multiplayer networking
Backend & Tools	Firebase (Firestore, Remote Config, Authentication), Git, Plastic SCM, deep links and universal links
Visuals	Shader Graph, URP shaders, particle systems, After Effects, Photoshop
Design	Figma, Adobe XD, wireframes, mockups, prototyping

LANGUAGES & INTERESTS

Languages: English, Hindi, Malayalam | **Interests:** Chess, competitive gaming, cinema, photography