

Uddhav Jindal

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EXPERIENCE

ZVKY Design Studio Private Limited, Associate Unity Developer

April 2025 – Present

- **Land-Based Casino Slot Games:** Led the development and integration of new casino games closely aligned with Class 3 cabinet standards, delivering innovative features based on client specifications. Proactively identified and resolved gameplay and system bugs, ensuring optimal performance, regulatory compliance, and a seamless player experience.

Gamemano Private Limited, Unity Developer

Oct. 2023 – March 2025

- **Social-Based Casino Slot Games:** Architected FSM managing multiple game states (spin, win, bonus, free spins) reducing code complexity, and enabling seamless transitions between the game states, which significantly improved the user experience in social slot games.
- **Mermaid Beauty:** Integrated betting systems, dynamic sprite transformations, and web animations for bullet collisions, utilizing Photon Fusion to enable smooth multiplayer functionality within an MVC architectural framework. Developed immersive fish effects and complex boss mechanics to enrich gameplay depth and player engagement.
- **Godfather Slots:** Led a comprehensive UI overhaul, redesigning over 50 interface elements to enhance usability and visual appeal, while proactively identifying and resolving UI-related bugs to ensure a smooth user experience.

Virtualize Technologies Private Limited, Intern Game Developer

Feb. 2023 – May 2023

- **Trivia Challenge Quiz:** Implemented core gameplay features and user interfaces, incorporating CSV data loading to support multiple selected categories and managing sequential question display for enhanced user interaction.
- **Bitcoin Wars:** Designed UI elements across multiple scenes with a focus on cross-platform compatibility, and implemented Rigid Body physics mechanics for polyhedral dice in diverse configurations to enhance gameplay realism.

Gameshastra Solutions Private Limited, Intern Game Developer

June 2022 – Dec. 2022

- **SongBeat:** Resolved critical in-game Bluetooth connectivity issues, standardized UI across multiple platforms, and optimized performance to enhance gameplay on low-end devices.
- **BrickWork:** Designed diverse brick varieties, developed dynamic levels driven by JSON data, and applied mathematical principles to implement core gameplay mechanics in brick-based games.

SKILLS

Languages: C#, Graphics Programming	Platforms: Mobile, PC, AR/VR
Engine: Unity, OpenGL	Soft Skills: Problem-solving, Performance Optimization
Tools: Git/GitHub, Fork, Jira	Other: Agile/Scrum Methodologies, Teamwork

PROJECTS

Sierra VR: Designed and implemented core gameplay mechanics for HTC Vive using SteamVR, including climbing mechanics through configuration joints and collision detection.

zecooEngine: Contributed to zecooEngine on OpenGL API, enhancing functionalities for scientific visualization, photography, and gaming, and integrated Bullet Physics Engine for dynamic physics simulations with forces, constraints, and collisions.

A False World: Developed UI components based on player movement and collisions, designing levels for story, time, and boss modes using Rigid Body physics, collisions, and object pooling.

Are You Your Own Enemy?: Independently conceptualized and created the game, from core mechanics and player spawning through object pooling to designing multiple engaging levels from scratch.

Planet Merge: Developed and executed core gameplay and merge mechanics, using Rigid Body physics, collisions, and object pooling for planet spawning, from a clean slate.

In Hot Pursuit: Initiated and executed end-to-end development, encompassing core gameplay design and health mechanics, starting from a clean slate.

EDUCATION

Chitkara University, Punjab - B.E Computer Science - Game Design and Development

2019 - 2023

TechStars Startup Weekend | Organized Game Corridor | Advanced Unity/C# | Gaming Immersive Technologies | Graphics Programming