

KAUSTUBH S. GODE

Game Developer

CONTACT

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OVERVIEW

Game developer with 5+ years of experience building 2D/3D/XR games and Simulation systems. B.Tech in Information Technology, with strong hands-on expertise in Unity, multiplayer systems, and XR development.

CAREER HIGHLIGHTS

- Developed, published, and maintained multiple games on the Google Play Store, achieving organic user traction and sustained engagement across released titles with monetization.
- Worked on 3D training simulations for construction machinery, delivering gamified, task-driven operator training in a realistic virtual environment.
- Integrated real-world control hardware using joystick systems and PCAN-based CAN communication to enable precise machine interaction, data transmission, and input recording.
- Extended the simulator to Meta Quest 3, enabling immersive XR-based training using native Quest controllers, passthrough, and hand-based interaction for realistic machine operation.
- Delivered end-to-end Unity projects for international clients via Upwork and Freelancer, owning gameplay programming, core logic, Optimization, UI implementation, and production-ready builds.

WORK TIMELINE

- Unity 3D Simulation Developer** *Aug 2023 – June 2025*
Bauer Corporate Services Pvt Ltd
- Full Stack Game Developer** *July 2022 – Aug 2023*
Self Employed Freelancing
- Unity Developer** *July 2021 – July 2022*
Srushta Media Pvt Ltd
- Unity Game Developer** *Feb 2020 – Jan 2021*
Cyphware Infotech Pvt Ltd

TECHNICAL EXPERTISE

- Unity 3D Game Development (Single / Multiplayer / XR)
- Genres - Hyper-Casual, Arcade, Platformer, Strategy, AR/XR, Casino, Card, Board, Simulation, Kids, Puzzle, and Gamification.
- Augmented & Mixed Reality – Unity AR Foundation, ARCore, and Meta Quest 3 (XR development).
- Multiplayer – Photon PUN, real-time gameplay, text and voice chat, WebSocket communication.
- Design & Level Development – Photoshop, Figma, ProBuilder, Unity Tilemaps.
- APIs & Version Control – Unity Ads, AdMob, IAP, WebSocket, RESTful APIs, Subversion (SVN).
- Social & Backend Services – Firebase, Facebook Login, Google Play Games integration.

KEY SKILLS

Unity 3D

Game Design

C#

Game Development

AR/VR

Optimization

Design Patterns

3D Maths

REST API

InApp Purchase

PCAN

Shaders

WebSocket

Firebase

Photoshop

Photon PUN

Admob

Cross-Platform

PROJECTS

Personal Projects

- Brick Switch
- Stroop Effect
- TrumpJack
- Wordzle
- Flappy Pipes
- Space Shooter
- Asteroids
- Brick Buster
- Game of Life
- Z World AR

Client Projects

- 3D Roulette
- Doctor Who: Split
- Arabian Dash
- Teen Patti
- Ludo Gamification
- Memory Game
- Snake and Ladder
- Choice Questions

EDUCATION

Bachelor of Engineering

Vidyavardhini's college of Engineering and Technology
Information Technology CGPA - 6.90

HSC

Nirmala Memorial Foundation College.
Electronics Percentage - 70 %

SSC

P J Pancholia High school
Percentage - 84.91 %

ACADEMIC PROJECTS

- Gesture Based Game Controller.**
A Software with which one can play video games with dynamic gesture interaction.
- C-strike Website.**
A Website where user can register and download desired skins and maps.
- Message Reader App.**
An Android app that manages incoming and outgoing messages on your device.

INTERESTS

- Playing & Developing Video Games.
- Developing Game Mods.
- Watching Movies and Animes.
- Pc Hardware & Tech Enthusiast.

PERSONAL DETAILS

Date of Birth : 6th Dec 1996

Gender : Male

Nationality : Indian

Language Known : English , Marathi , Hindi.

Unity 3D Simulation Developer

Bauer Corporate Services Pvt Ltd, Mumbai

Aug 2023 – June 2025

Tech Stack - Unity 3D, C#, Visual Studio, PCAN, 3ds Max, Gimp, Meta Quest 3, XR/VR, Subversion (SVN)● **3D Construction Training Simulator**

Developed 3D training simulations for construction machinery, including drilling, sheet piling, bore drilling, and concreting systems, delivering gamified operator training in a realistic virtual environment.

Key Responsibilities & Deliverables :

- Worked on 3D simulator for construction machinery including Kelly drilling systems, CFA and CCFA rigs, supporting drilling, casing installation, Sheet Piling, and automated drilling–concreting workflows.
- Implemented Automatic Drilling and Pulling assistant logic for CFA and CCFA machinery.
- Integrated industrial hardware (Joysticks, foot pedals, BTronic, BDrive) systems using PCAN-based CAN communication for precise machine control, data transmission, and recording.
- Implemented multi-monitor system with customizable camera switching to support complex machine operation views.
- Built training scenario workflows with user progress tracking, and task-based evaluation for operator skill development.
- Extended the simulator to Meta Quest 3, enabling immersive XR training with passthrough, and hand-gesture interactions.
- Modernized legacy simulation codebases by migrating from Unity 5 to newer Unity versions, resolving compatibility issues and optimizing performance and stability.

Unity Developer

Srushta Media Pvt Ltd, Remote

July 2021 – July 2022

Tech Stack - Unity 3D, C#, Visual Studio, Firebase, Figma, Photoshop, 3rd Party API, Webview, Photon Pun● **Global Spot League :**

Developed core gameplay systems for Global Spot League (GSL), an AI-driven real-time cricket skill game, enabling live match-based prediction mechanics such as next ball, next over, and next wicket interactions.

Key Responsibilities & Deliverables :

- Implemented secure mobile authentication and user registration workflows.
- Built custom WebSocket-based communication for real-time match updates and gameplay synchronization.
- Implemented AI-driven quiz-based gameplay systems integrated with live cricket data to evaluate real-time predictions.
- Implemented WebView-based payment and withdrawal flows for seamless winnings redemption.

● **CRICHIT - Mobile Cricket Game**

Developed a hyper-casual 3D mobile cricket game featuring intuitive drag-and-release batting mechanics and skill-based bowling gameplay, supporting both offline AI matches and online competitive tournaments.

Key Responsibilities & Deliverables :

- Implemented Login and Registration using Firebase Authentication system.
- Implemented AI-driven CPU gameplay for offline matches and integrated Photon PUN for real-time multiplayer gameplay.
- Developed intuitive drag-and-hit batting mechanics inspired by arcade-style cricket gameplay.
- Implemented customizable bowling systems including fast, spin, fielding positions, and side variations.
- Designed onboarding UI walkthroughs to guide new users and improve first-time experience.

Unity Game Developer

Cyphware Infotech Pvt Ltd, Mumbai

Feb 2020 – Jan 2021

Tech Stack - Unity 3D, C#, Visual Studio, Photoshop, 3rd Party API, Webview, Photon Pun, Php, Json.● **HOUSIE : BINGO & LUDO**

Developed multiplayer Bingo (Housie) and Ludo games end-to-end using Unity, including core gameplay logic, real-time multiplayer functionality, matchmaking, UI flows, and production-ready builds.

Key Responsibilities & Deliverables :

- Designed and implemented secure authentication systems, including guest and social logins, for multiplayer gameplay.
- Built public & private multiplayer lobbies using Photon PUN, supporting real-time matchmaking and custom game modes.
- Implemented real-time text and voice chat features for in-game player communication.
- Developed core gameplay systems including AI-based CPU modes and fair random logic without manipulation.
- Integrated in-game currency transactions via WebView and delivered user-friendly, optimized UI flows.