

SARAVANA BALAJI P

Unity Game Developer (AI-Assisted Workflows)

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PROFILE

Results-oriented Unity based Game Developer with 2+ years of industry experience and 5+ years of freelance background. Proven track record in full-cycle mobile game development and C# programming. I leverage AI tools and advanced workflows to accelerate development and optimize creative processes.

SKILLS

Game Engines

Unity 3D/2D, Unreal (Basics)

Languages

C#, Blueprints

Tools

GitHub, VS Code, Rider, Antigravity

Mobile

AdMob, IronSource, Play Console, Play Game Services

Core

Level Design, Editor Tools, Gameplay, Prototyping

EDUCATION

B.E. Electrical and Electronics Engineering

PSNA College of Engineering and Technology

Graduated: June 2024

PROFESSIONAL EXPERIENCE

Parody Studios | Unity Developer

May 2026 – Present

- Driving the **technical development** and **gameplay programming** for the studio's primary mobile sports title, *Bihari Cricket*.
- Responsible for architecting **scalable game loops**, animation transitions and **Inverse Kinematics (IK)**.

Rocket Llama Games | Game Developer

July 2023 – December 2025

- **Lead Developer** for mobile titles: *Blocklings Adventure* and *Neon Planks and Screw Puzzle* along with a 3D game (in-development) with mechanics similar to a **rogue-like shooter**.
- Engineered **custom Unity editor tools** to accelerate level design workflows.
- Integrated AdMob and IronSource SDKs for monetization and **Google Play Services**.
- Managed full CI/CD pipeline including version control (GitHub) and **Play Store releases**.
- Created **complex UI workflow** along with tweening.
- Solved critical **physics based rigidbody problems** during development.
- Created and integrated player, enemies, weapons, gameplay using **complex programming patterns** and **procedural generation**.

Freelance & Independent Projects

Ongoing

- Developed and published multiple independent titles on *Itch.io*.
- Participated in **Game Jams**, rapidly prototyping mechanics under tight deadlines.
- Created modular code systems in C# for reuse across multiple projects.