

Shamli Sahani

Game Developer | Unity (C#) | Unreal Engine 5 (C++) | Gameplay Systems & Optimization

📍 Pune, India | Open to Remote & Relocation

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🔗 **LinkedIn:** <https://www.linkedin.com/in/shamli-sahani-8428141b4/>

🌐 **Portfolio:** <https://shamlisahani.me/>

📄 **GitHub:** <https://github.com/ShamliSahani/>

Professional Summary

Game Developer with 4+ years of experience across commercial studios and freelance projects, designing and building gameplay systems in Unity, Unreal Engine, and web-based platforms.

Specialised in player mechanics, gameplay AI, and performance optimization, with hands-on experience delivering complete systems from prototyping to deployment.

Experience across mobile, web, and PC projects, including client-based development and live game delivery. MSc in Computer Games Development (UK).

Core Technical Expertise

Game Engines: Unreal Engine 5, Unity, Godot

Programming: C++, C#, Python, JavaScript, GDScript

Gameplay Systems: Player Mechanics, Gameplay AI (NPCs), Combat Systems, Movement Systems, Camera, Input, Physics, UI Integration

Optimization: Profiling, Object Pooling, Memory Management, Asset Optimization

Software Engineering: OOP, Design Patterns, Data Structures, Modular Architecture, Debugging

Tools: Git, GitHub, Jira, Visual Studio, Agile

Professional Experience

April 2024 - September 2024

Gracy Woods Games, Remote | Game Developer

- Improved performance and system stability for a real-time character-based application.
- Enhanced frame stability through OOP refactoring, asset pipeline optimization, and memory management.
- Integrated voice and messaging APIs for real-time cross-platform interaction.
- Conducted testing, debugging, and UAT to ensure release readiness.
- Contributed to Unreal Engine planning through documentation, presentations, and technical discussions.

July 2022 - April 2024

MHG Technologies (Hunter Games), Remote | Game Development Executive (Gameplay Systems & LiveOps)

- Delivered 10+ web-based casual games across multiple engines (Unity, Godot, Pixi.js, Cocos2d).
- Owned full development cycles from prototype to client delivery across multiple projects.
- Designed gameplay systems, including enemy behavior patterns, movement systems, and progression mechanics.
- Built reusable modular systems, improving development efficiency across projects.
- Deployed and maintained live web games integrated into client platforms.
- Managed client communication, including requirements, iteration, and delivery.

January 2022 - June 2022

MHG Technologies (Hunter Games), Remote | *Gameplay Programmer*

- Built complete gameplay loops, progression systems, and puzzle mechanics across multiple titles.
- Integrated third-party services, including analytics, authentication, and ad SDKs.
- Implemented save/load systems for persistent gameplay data.

July 2021 - December 2021

MHG Technologies (Hunter Games), Remote | *Game Developer Intern*

- Developed gameplay prototypes for hyper-casual projects.
- Implemented enemy behavior patterns and gameplay systems independently.
- Refactored legacy code into a structured OOP architecture.

2023 - 2025

Independent Game Developer (Freelance)

- Delivered complete game projects, including a puzzle-based casual game and a 3D gameplay experience.
- Worked as a sole developer, handling gameplay systems, integration, and deployment.
- Collaborated with artists while managing full technical implementation.
- Worked directly with clients to gather requirements and iterate on features.

Projects

Advanced Wall-Run & Slide System (Unreal Engine 5, C++)

Demo: <https://shamlisahani.me/project.html?id=wallrun>

- Built a custom traversal system enabling fluid wall-running and sliding mechanics.
- Extended Unreal's movement component with additional states and physics handling.

Ascension – 5v5 Multiplayer Game (Unreal Engine 5)

- Designed and implemented player ability systems for multiplayer gameplay.
- Built modular architecture for scalable ability design.

WordQuake – Multiplayer Word Game (Unity + NodeJS)

Demo: <https://shamlisahani.me/project.html?id=wordquake>

- Developed a real-time multiplayer backend enabling live matches with lobby systems and score tracking.
- Integrated Unity frontend with real-time server infrastructure for multiplayer gameplay.

Riko: The Spirit Guide (Unity, C#)

Demo: <https://shamlisahani.me/project.html?id=rikothespirtguide>

- Built core gameplay systems including combat, enemy AI, and progression.
- Designed responsive combat interactions and event-driven hit detection.

Education

September 2024 - September 2025 (Completed)

MSc Computer Games Development | Manchester Metropolitan University | Manchester, United Kingdom

April 2019 - April 2022

BSc Computer Science | Vishwakarma University | Pune, India