Shamli Sanju Sahani

Gameplay Programmer • Unity • Unreal • C# • C++

+91 9307735095 LinkedIn sahanishamli@gmail.com Portfolio GitHub

Pune, India | MSc Computer Games Development (Manchester Metropolitan University, UK)

Profile

Gameplay programmer with 3+ years of experience building responsive controls, clean camera systems, AI behaviours, and polished gameplay loops in Unity and Unreal. Currently completing my MSc in Computer Games Development at MMU. I enjoy prototyping, solving gameplay problems, and creating systems that feel smooth, readable, and fun to play.

Education

MSc Computer Games Development 2024 – 2025
Manchester Metropolitan University Manchester, United Kingdom

- Built gameplay systems in Unity and Unreal (C#, C++, Blueprints).
- Completed solo, team, and game jam projects focused on controls, AI, and prototypes.
- Worked with Git/GitHub, Jira, and agile workflows.

BSC (Computer Science) 2019 – 2022
Vishwakarma University Pune, India

- Developed early Unity prototypes and UI flows.
- Supported student tech events and cross-team collaborations.

Work Experience

Game Developer 04/2024 – 09/2024
GracyWoods Games Remote, Hong Kong

- Integrated a conversational AI system into a live Unity title with a custom API layer.
- Profiled and optimized gameplay services for smoother interactions and lower latency.

Executive- Game Development and Technical Operations 07/2022 – 04/2024
MHG Technologies (Hunter Games) Remote, India

- Owned gameplay and UI features across multiple client projects from prototype to release.
- Integrated art assets, resolved issues, and supported live updates for mobile titles.

Gameplay Programmer 01/2022 – 06/2022
MHG Technologies (Hunter Games) Remote, India

- Delivered a hyper-casual game end-to-end: prototype, core loop, API integration, and polish.
- Tested and optimized gameplay to ensure stable and bug-free user experience.

Game Developer Intern 07/2021 – 12/2021
MHG Technologies (Hunter Games) Remote, India

- Created gameplay prototypes and documentation for hyper-casual concepts.
- Integrated APIs and plugins to extend gameplay functionality.

Skills

Engines: Unity • Unreal Engine • Godot

Programming Languages: C# • C++ • Python • GDScript

Gameplay Focus: Gameplay Programming • AI Behaviour & Enemies • Player Controllers • Camera Systems • Prototyping & Rapid Iteration • Optimization & Profiling • Animation & VFX Integration

Tools & Systems: Git & GitHub • JIRA • NavMesh • Animator & Blend Trees • ScriptableObjects • Blueprints • CI (GitHub Actions)

Projects

Chessy Escape (Unity • C#)
Endless-runner x stealth hybrid where a mouse collects cheese while avoiding a patrolling cat.
- Built running, collecting, hiding, and obstacle systems.
- Designed cat behaviour with timing rules and smooth motion.
- Implemented dynamic obstacle and cheese spawners.
- Created UI flow: title screen, countdown, score, and game state.

Behind You (Unreal Engine • C++)
A first-person horror escape prototype set inside a dark maze.
- Implemented ghost chase AI, detection logic, and tracking using C++.
- Built first-person movement, camera, and interaction systems.
- Set up ghost animation looping with Animation Blueprints.
- Crafted atmospheric lighting using fog, exposure controls, and colour grading.
- Added ambient horror audio using Sound Cues and attenuation.

Riko, The Spirit Guide (Unity • C#)
3D action RPG prototype.
- Implemented locomotion: run, jump, sprint, third-person camera.
- Built melee combo system and ranged abilities with cooldowns.
- Created animation state machines with hit timing via events.
- Developed enemy NPC AI using NavMesh, perception, and attack cycles.

CubeMate (Unity • C#)
A puzzle concept combining chess rules with Rubik's Cube mechanics.
- Built rule-legal movement, move validation, and mission framework.
- Implemented heuristic-based AI for quick, readable turns.
- Added UI feedback, cube rotations, and mission progression logic.

Certificates

- Introduction to XR: VR, AR, and MR Foundations, Coursera
- Introduction to C# Programming and Unity, Coursera
- More C# Programming and Unity, Coursera

ADDITIONAL

- Strong communication & collaboration skills.
- Comfortable with iterative design, debugging, and fast prototyping.