

# ANANTA GUPTA

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## WORK EXPERIENCE

### HASHBYTE STUDIO PVT. LTD. | GAME DEVELOPER

Pune (Remote) | Oct 2025 – Present

- Created client projects across 2D and 3D casual game formats according to their requirements.
- Worked on board games including Boop, UnblockJam, and Arrow-Escape.
- Developed gameplay systems in Unity3D with a focus on clean mechanics and smooth user experience.

### MAAVATAR | GAME DESIGNER & GAMEPLAY PROGRAMMER

Noida (On-Site) | Aug 2024 – Jul 2025

- Conceptualized game ideas and mechanics, driving creative direction for the social metaverse platform.
- Designed gameplay flows, interactive activities, and in-game economy balancing for seamless player experiences.
- Collaborated with developers to implement real-time multiplayer systems using Photon Fusion 2.
- Optimized performance using Occlusion Culling, 3D Model Optimization, and Light Baking.
- Delivered clean, efficient code and collaborated with cross-functional teams.
- Balanced creative concepts with technical feasibility to meet project goals.

### FABWELT STUDIOS LTD. | GAME PROGRAMMER

Germany (Remote) | Oct 2023 – Jun 2024

- Optimized performance using Occlusion Culling, 3D Model Optimization, and Light Baking.
- Experienced with Post-Processing, Cinemachine, and Audio Integration.
- Skilled in collision systems, game physics, and Unity NavMesh.
- Delivered clean, efficient code and collaborated with cross-functional teams.

### FITMAT SMART SOLUTIONS PVT. LTD. | GAME PROGRAMMER

Pune (Hybrid) | Sep 2022 – Sep 2023

- Developed and optimized games for PC, Mac, Nintendo Switch, Android, and iOS.
- Integrated Mat drivers and optimized gameplay mechanics.
- Improved performance and implemented quality enhancements for efficiency.
- Integrated Firebase and local APIs for seamless data exchange.
- Collaborated with cross-functional teams to deliver innovative solutions.

### ABHIWAN TECHNOLOGY PVT. LTD. | GAME PROGRAMMER

New Delhi (On-Site) | Feb 2021 – Aug 2022

- Developed and optimized games for WebGL, Windows, Android, and iOS.
- Integrated APIs, Unity Ads, Google Ads, In-App Purchases, and Blockchain for monetization.
- Created SDK/DLL plugins and implemented multiplayer using Photon PUN 2.
- Designed immersive gameplay with advanced textures, animations, and lighting.
- Collaborated with cross-functional teams to deliver scalable solutions.

## EDUCATION

D. Y. PATIL VIDYAPEETH (DPU) | MBA IN INFORMATION TECHNOLOGY (MBA-IT) Pimpri, Pune, Maharashtra, India | Aug 2025 - Jun 2027

SUNBEAM INSTITUTE OF INFORMATION TECHNOLOGY (C-DAC) | PG DIPLOMA IN BIG DATA

ANALYTICS (PG-DBDA)

Pune, Maharashtra, India | Aug 2019 - Jan 2020

GPA: 8

SRM INSTITUTE OF SCIENCE & TECHNOLOGY | BACHELOR OF TECHNOLOGY (B.TECH) COMPUTER

SCIENCE ENGINEERING (CSE)

Chennai, Tamil Nadu, India | Jul 2015 - May 2019

GPA: 8

## SKILLS

### GAME DESIGN & DEV

Unity3D, Game Mechanics, Level Design, System Design  
Gameplay Flow, Game Monetization, Player Engagement

### PROGRAMMING & TOOLS

C#, Design Patterns, Post-Processing  
Cinemachine, GI Scene Baking, NavMesh

### MULTIPLAYER & NETCODE

Photon PUN 2, Photon Fusion 2, PubNub Chat, Client-Server Architecture

### PERFORMANCE & OPTIMIZATION

Occlusion Culling, Light Baking, LOD Systems, 3D Model Optimization

### WEB3 & ON-CHAIN

NFT Integration, Web3 Wallets, Smart Contracts

Play-to-Earn, Tokenomics

### BACKEND & LIVE-OPS

Firebase, REST APIs, Unity Ads, Google Ads, In-App Purchases

## WORKPLACE CONTRIBUTIONS

### RESTAPI CORE | .NET, UNITY, C#

<https://assetstore.unity.com/packages/tools/network/restapi-core-316320>

A lightweight Unity package for seamless API integration, offering easy GET/POST/PUT/DELETE handling, customizable setup, and editor tools to boost game backend connectivity.

### ARSENAL | CHAINSAFE BLOCKCHAIN SDK, PHOTON PUN2, NAVMESH

<https://arsenal.fabwelt.com/>

Fast-paced 3D multiplayer FPS with full blockchain integration. Designed new maps, power-ups, and in-game collectables. Integrated Web3 wallet support and NFT-based assets enabling Play-to-Earn mechanics.

### MAAVATAR | GAME DESIGN, PHOTON FUSION 2, PHOTON VOICE & CHAT

<https://maavatar.io/>

Contributed to the design and development of a social metaverse platform by implementing customizable avatars, real-time multiplayer interactions, and engaging gameplay systems. Focused on game flow, user experience, and in-game economy balancing.

### YIPFIT | UNITY3D, FIREBASE SDK, MAT DRIVER INTEGRATION

<https://amzn.in/d/50Mvsbk>

Built a real-time fitness game with Mat driver integration for motion tracking and workout feedback. Optimized performance, implemented Firebase for live data sync, and designed customizable workout experiences for users of all ages.

### OVER | PUBNUB, AUGMENTED REALITY, WebGL

<https://www.overthereality.ai/>

Built core systems for a social AR metaverse, including real-time chat and friend systems. Contributed to AR world interactions, multiplayer features, and performance optimization across WebGL, mobile, and desktop platforms.

## INTERNSHIPS

### UNITY GAME DEVELOPMENT BUILD 2D & 3D GAMES UDEMY | MARCH 22, 2023

<https://www.udemy.com/certificate/UC-6a401b79-152c-4669-8d92-5cf733b9f1bd/>

### GEOSPATIAL RESEARCH INTERN INDIAN INSTITUTE OF TECHNOLOGY (IIT) ROORKEE, UTTARAKHAND, INDIA | SEP 2020

Developed a QGIS plugin to calculate riverbank distances for flood analysis, automating geospatial measurements. Improved efficiency in hydrological assessments for researchers and engineers. (Sep 2020 – Nov 2020)