SAI HALWAI

Game Designer | Unity Developer | C# Programmer
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ONLINE PRESENCE

LinkedIn: www.linkedin.com/in/sai-halwai-179923289

GitHub: https://github.com/SAI01-05

Portfolio: https://sai01-05.github.io/sai_game_designer_portfolio/

SUMMARY

Computer Science student focused on Game Design, with experience in creating gameplay mechanics, player interactions, and balanced systems using Unity. Familiar with Blender for basic 3D assets. Passionate about creating engaging player experiences and continuously learning new tools and techniques. **Ready to contribute as a Game Designer.**

Portfolio: https://sai01-05.github.io/sai_game_designer_portfolio/

PROJECTS

Car Racing Game (Unity, C#) **GitHub**: Link || **Portfolio**: link

Developed a 3D car racing game with core systems including lap tracking, lap timer, AI cars using **waypoints**, and a **minimap** for navigation. Implemented a race start **countdown** with audio cues, built terrain and **road** with colliders, added **drifting mechanics**, and included multiple **camera modes** (Far, Normal, First-Person) for enhanced gameplay experience.

FPS Shooter Game (Unity, C#) **GitHub**: Link || **Portfolio**: link

Developed a first-person shooter game using Unity and C#, featuring shooting mechanics with **muzzle VFX**, sound effects, reloading, and **scope in/out** system. Implemented enemy AI using **NavMesh** with **patrol** and **attack** behaviors, along with health systems, **damage** feedback (flash and audio), and **healing** mechanics. Designed interactive elements including door systems triggered after enemy elimination and **keypad-based interactions** with on-screen messages. Added UI and game management systems such as **pause**, **restart menu**, and ensured proper colliders to prevent clipping issues.

Beat em Up Game (In Progress) **GitHub**: Link || **Portfolio**: link

Developing a 3D beat ‘em up action game using Unity and C#, focusing on core gameplay mechanics such as player movement, combat system with punches and combo attacks, and basic enemy AI behavior. Implemented collision detection along with a health and damage system to enhance gameplay interaction. Designed initial level structure and controls to ensure a smooth player experience, and currently working on improving animations, UI elements, and overall game polish.

Blender 3D & Procedural Work

Skilled in creating and texturing 3D assets, scenes, and animations using **Blender**, including modeling, UV unwrapping, materials, textures, modifiers, rigging, and rendering. Developed procedural VFX and motion-driven effects using Geometry Nodes, applying dynamic logic for real-time feedback, character abilities, and interactive visuals. Experienced in optimizing **assets** for **Unity integration**, ensuring proper scaling, colliders, and smooth game-ready performance.

ACHIEVEMENTS

- Developed multiple playable game projects in **Unity (C#)**, including Racing and FPS games with **AI**, UI, and interactive systems.
- Created and optimized **3D assets & procedural effects in Blender** for game-ready environments.
- Implemented **AI, physics, and gameplay mechanics** demonstrating strong problem-solving and system design skills.
- Gained experience in **real-time VFX, dynamic animations, and interactive game systems**.

EDUCATION

B.Sc. in Computer Science | CGPA: Awaited

Shree SaiBaba College, Shirdi, [2023 – 2026]

Focus: Game Design & Development, Programming Languages (C++, C#, OOP)

Relevant Coursework: 3D Modeling & Animation, AI & Physics in Games

COURSE

Advanced Diploma in Web Designing |
SmartPacey Institute, Kopargaon **|** Grade**: A+** (81%)

Soft Skills & Training |
Stage daring & presentation skills, interview preparation, group discussions & teamwork