Punit Sehrawat

Gameplay Programmer / Unity Developer
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Professional Summary

Unity Gameplay Programmer experienced in building mobile games using C# and Unity. Skilled in designing gameplay systems such as enemy AI, procedural spawning, shops, checkpoints, and progression systems. Experienced working in remote production teams and delivering complete gameplay loops for mobile and game jam projects.

Technical Skills

Game Engine: Unity (2D / 3D)

Programming: C#, Object-Oriented Programming

Gameplay Systems: Enemy AI, Procedural Level Spawning, Shops, Checkpoints, Player Controls, Game State Systems

Optimization: Object Pooling

Tools: Git, GitHub Desktop, Mobile Deployment

Experience

Gameplay Programmer Intern — Yellow Cap Games (Remote) Jan 2026 – Present

Working on **Auto Rush**, a 3D mobile arcade game, implementing infinite level generation using modular prefab segments, obstacle collision systems with Game Over logic, mobile input controls and gameplay UI, interface-based power-up systems, coin magnet mechanics, and progressive difficulty scaling.

Unity Game Developer Intern — Blood Nexus Studio (Remote) May 2025 – Aug 2025

Worked on **Sheriff Showdown**, a 2D mobile shooter, developing an in-game shop system with purchase and equip flow, implementing checkpoint-based respawn and progress saving, creating bullet reflection mechanics with trajectory preview, and integrating firing effects with gameplay feedback.

Projects

Tank Game (Unity 2D) — Solo Project

- Designed event-driven game state architecture (Menu, Playing, Pause, Game Over)
- Implemented player movement, aiming, shooting, and health systems
- Built enemy AI with spawning logic, pursuit behaviour, and attack handling
- Optimized gameplay using object pooling for enemies and bullets
- Developed score, currency, and progression systems

Save The Kid (Unity 2D) — Solo Project

- Developed wave-based survival gameplay with increasing difficulty
- Implemented AI targeting system for player and NPC protection
- Built melee combat using animation-event driven hit detection
- Implemented shield, reward, and health systems

Push The Box (Unity 2D) — Solo Project

- Implemented grid-based movement and puzzle mechanics inspired by Sokoban
- Developed teleport portal system with cooldown logic
- Built level progression system with clear win conditions
- Integrated 2D lighting and shadow casters

Blastinator (Unity 2D) — Game Jam Project

- Implemented enemy AI state machine (pursue, strafe, retreat)
- Built weapon switching system and combat mechanics

- Delivered a complete gameplay loop within game jam constraints

Education

Chandigarh University 2022 – Present

B.E. Computer Science Engineering (Graphics & Gaming)

Achievements

- Best Gameplay Factor Award — Global Game Jam Site, Chandigarh University (Feb 2026)
- 3rd Position — Genesis-X Gamathon, AI Fest Chandigarh University
- 3rd Position — Game Jam (April 2025)
- 2nd Position — Tech Era 2.0 Project Exhibition, Chandigarh University
- 1st Position — Institute Project Expo 2025; 3rd at Cluster Level