Punit Sehrawat

Game Programmer / Unity Developer

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Experience

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

Working on **Auto Rush**, a 3D mobile arcade game.

- Built an infinite level spawning system using prefab-based procedural segments
- Implemented obstacle system with collision-based Game Over logic
- Developed responsive mobile input system with custom UI controls
- Integrated power-up systems using interfaces (speed boost, coin magnet)
- Implemented smooth coin attraction mechanics and progressive difficulty scaling
- Added vehicle rotation system for wheels and body based on movement speed
- Implemented speed progression system and AutoLerpSpeed power-up

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

Worked on **Sheriff Showdown**, a 2D mobile shooter.

- Built shop UI system with full purchase and equip flow for in-game items
- Implemented checkpoint persistence system for progress saving and respawn positioning
- Developed bullet reflection system with ray preview trajectory
- Implemented firing effects including barrel blast and projectile feedback
- Integrated gameplay systems into an existing production codebase

Technical Skills

Game Engine: Unity (2D / 3D)

Programming: C#, Object-Oriented Programming

Gameplay Systems: Enemy AI, Endless Spawning, Shops, Checkpoints, Progression Systems, Player Controls

Optimization: Object Pooling to reduce runtime allocations and improve performance

Tools: GitHub Desktop, Unity Profiler, Mobile Deployment

Projects

Tank Game (Unity 2D) — Solo Project

Precision-based survival shooter focused on manual aiming and escalating enemy pressure.

- 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
- Implemented object pooling for enemies and bullets to reduce runtime allocations and improve performance
- Developed score, currency, and progression systems using PlayerPrefs
- Added mobile input controls and responsive UI

Save The Kid (Unity 2D) — Solo Project

2D survival action game centered around protecting an NPC while fighting off enemy waves.

- Implemented endless wave spawning system with increasing difficulty
- Built dual-target AI where enemies independently target player or kid
- Developed sword combat system using animation-event driven hit detection

- Implemented shield system, reward system, and health UI for entities
- Created score system tracking survival time and enemy eliminations

Push The Box (Unity 2D) — Solo Project

Puzzle game inspired by Sokoban focusing on structured gameplay systems.

- Implemented grid-based movement and box pushing mechanics
- Developed teleport portal system with cooldown logic
- Built level progression system with clear win conditions
- Implemented 2D lighting and shadow casters for visual depth

Blastinator (Unity 2D) — Game Jam Project

Fast-paced space shooter developed during a game jam.

- Implemented AI state machine behaviour (pursue, strafe, retreat)
- Built weapon switching system with multiple firing behaviours
- Developed shield mechanics and combat systems
- Delivered a complete gameplay loop within jam time 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