

# Aayush Shrestha

437-230-3144 | [aayushshrestha161@gmail.com](mailto:aayushshrestha161@gmail.com) | [linkedin.com/in/aayushshrestha161](https://linkedin.com/in/aayushshrestha161) | [hawtori.vercel.app](https://hawtori.vercel.app)

## PROFESSIONAL SUMMARY

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Unity gameplay engineer with 4+ years of client-side development experience shipping single-player, multiplayer, VR, and mobile games. Experienced in building performance-focused gameplay systems, leading small development teams, and delivering polished features across multi-month production cycles. Strong background in Unity (C#), networked gameplay, and cross-functional collaboration within agile, sprint-based workflows.

## TECHNICAL SKILLS

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**Languages:** C/C++, C#, Java, Python, Rust, SQL, GO, JavaScript, Typescript

**Frameworks:** OpenGL, JUnit, WordPress, Unity, OpenAPI

**Developer Tools:** Git, Trello, VS Code, Visual Studio, PyCharm, IntelliJ, Android Studio, Monday, Jira, Docker

**Certifications:** Learn React, EA Virtual Experience Program on Forage, CISCO CCNA 1-4, Azure Fundamentals

## EXPERIENCE

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**Lead Game Development Instructor** *Code Ninjas, Toronto, ON* May 2025 – Present

- Led and coordinated 4+ instructors delivering gameplay programming in Unity (C#), scaling technical instruction across 80+ developers while maintaining consistent engineering standards.
- Accelerated technical progression for 30+ developers by introducing structured gameplay systems, debugging workflows, and architecture-focused mentorship.
- Mentored advanced developers to independently design and implement complex gameplay systems, elevating 10% of participants to advanced Unity proficiency.
- Improved program scalability and retention through technical leadership and curriculum structure, contributing to 65% business growth.

**VR Game Programmer** *Meat and Poultry Ontario, Oshawa, ON* Jan. 2024 – May 2024

- Co-developed a VR gameplay experience showcased at public industry events, supporting 150+ user sessions over two days while maintaining stable performance and crash-free demos under continuous use.
- Communicated technical concepts clearly through written documentation, code reviews, and verbal walkthroughs, enabling smooth collaboration across designers, QA, and programmers.

**3D Game Programmer** *Ontario Tech University, Oshawa, ON* Sept. 2021 – May 2023

- Shipped 2 complete 3D games over a two year development cycle, including a networked online title developed with a team of five.
- Led sprint planning and task breakdown for a 5-person multiplayer development team, improving feature delivery predictability and meeting all milestone deadlines across a year-long production cycle.
- Increased iteration speed by building internal tools and asset import pipelines, enabling artists to integrate content independently without programmer intervention.
- Designed and implemented core gameplay systems including player movement, physics interactions, AI behavior, and server-side networking.

**Mobile Unity Developer** *Your Learner Education, Remote* Apr. 2021 – Aug. 2021

- Developed and shipped 3 unity-based mobile game applications (android/ios) from prototype to release, focusing on touch input, UI responsiveness, and performance constraints on low-end devices.
- Shipped a completed game adopted for classroom use and school-hosted events, supporting real-world educational outcomes.
- Collaborated cross-functionally with educators, managers, and event coordinators to translate learning goals into accessible and engaging gameplay mechanics on tight deadlines.

## PROJECTS

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**Musical Hell** | *Unity, HLSL, C#, Git, Claude Code, Super Claude*

- Shipped a music-driven bullet hell game with audio-synchronized gameplay systems, custom HLSL shaders, and test-validated core mechanics.

**Project:Ether** | *Unity, C#, Git, Monday, AWS*

- Built and deployed a server-authoritative online multiplayer game with latency compensation and performance-focused networking on AWS.

## EDUCATION AND CERTIFICATIONS

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**Bachelors of Information Technology, Game Programming (Hons.), Ontario Tech University** 2020 – 2024