

Vinay Vidyasagar

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Summary

Versatile game developer with 5+ years of expertise in Unity and growing Unreal Engine proficiency, complemented by 10+ years in film and broadcast, enhancing narrative and visual artistry for immersive experiences. As Lead - Game Development at Wow Labz, directed a 5-8 member team to deliver innovative projects like Winin, a gamified AR platform I rearchitected for v2, enhancing its functionality and user experience through innovative design and technical improvements, and Suryoday VR, a virtual banking solution using LLMs in VR to enable banking transactions, which I architected from scratch through PoC to paid MVP. Seeking AAA game development roles to lead cross-disciplinary teams in crafting high-fidelity, performance-optimized games that blend narrative depth and cutting-edge technology.

Key Skills

- **Programming:** C#, Python, C++ (learning), Node.js, JavaScript, Shader Programming
- **Engines & Tools:** Unity (Android, iOS (Xcode), Sentis, Muse, WebGL), Unreal Engine (in progress), Plastic-SCM, Perforce (Helix Core), Unity Gaming Services, TeamCity, Firebase Studio
- **AI & Agentic Systems:** Google Agentic Framework (A2A, MCP), LLMs (Grok, ChatGPT, Gemini), MidJourney, ONNX ML Models
- **Game Development:** Gameplay Systems, Level Design, Multiplayer Integration, Performance Optimization
- **Web3/XR:** Blockchain Integration (React-Unity), Avatar Systems (Ready Player Me)
- **Web Development:** WordPress, Node.js, Firebase, WebView Integration
- **Sysadmin:** Linux (Ubuntu), Nginx, Server Configuration
- **Visual & Narrative:** Cinematic Lighting, Environmental Storytelling, Scriptwriting
- **Leadership:** Team Management (4-8 members), Agile (SCRUM, STOP framework), Client/Stakeholder Management
- **Languages:** English (Native), Kannada (Professional), Hindi (Professional), Tamil (Professional)

Education

Certificate in Introduction to Game Design

California Institute of the Arts (CalArts), Pasadena, California

Completed: 2020

Studied foundational game design principles, focusing on narrative structure, player engagement, and interactive storytelling, directly informing narrative-driven projects like PakkaPark.

ICSE, Computer Science

Bishop Cotton Boys' School, Bengaluru, Karnataka

Certifications

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| • Learn C++ for Game Development – Udemy | May 2025 |
| • Unreal Engine 5: The Complete Beginner's Course – Udemy | December 2023 |
| • Unreal Engine 5: Game Development Metaverse Masterclass – Udemy | July 2022 |
| • Programming Foundations: Databases – LinkedIn Learning | April 2021 |
| • Programming Foundations: Fundamentals – LinkedIn Learning | January 2021 |
| • DevOps Foundations – LinkedIn Learning | May 2020 |

Professional Experience

Lead - Game Development

Wow Labz, Bengaluru, Karnataka

November 2022 – Present

- Lead a team of 5 FTEs and 2-3 contractors, defining KRAs/KPIs and running daily SCRUM/STOP framework calls to align technical and creative tasks, improving team efficiency by 20%.
- Rearchitected Winin (v2), a gamified AR platform, enhancing its functionality and user experience through innovative design and technical improvements, delivering a quality alpha build with a complete deployment pipeline setup for seamless workflows.
- Architected Suryoday VR from scratch as a virtual banking experience, integrating LLMs in VR to enable seamless banking transactions for users.
- Designed and led the development of the proof-of-concept (PoC) for Suryoday VR, showcasing the potential of VR-based banking to stakeholders.
- Transitioned Suryoday VR to a paid MVP, managing stakeholder expectations and ensuring delivery of a high-impact solution.
- Established PaniPuriPixels gaming studio, handling LLP incorporation, banking, and day-to-day operations, demonstrating entrepreneurial leadership in the gaming industry.
- Developed middleware for Web3 project (Metahome/Social.Li), integrating blockchain via React-Unity DLLs, enabling reusable WebGL solutions for 50,000+ users.
- Designed dynamic avatar loader using Ready Player Me's C# library and Scriptable Objects, rebinding Unity's Third Person Controller animations at runtime, reducing load times by 30%.
- Configured PlasticSCM and Perforce (Helix Core) CI/CD pipelines, setting up repositories, Nginx proxies, and TeamCity automation for cross-platform builds, reducing build errors by 25%.
- Pioneered AI-driven demos using Google's Agentic Framework (A2A, MCP servers), integrating LLMs (Grok, ChatGPT, Gemini) and MidJourney for rapid prototyping of AI-enhanced gameplay mechanics.
- Conducted R&D for Unity Sentis, experimenting with ONNX models (e.g., Meta's SAM) to enhance AI-driven NPC behavior, providing pre-release feedback to Unity.
- Implemented Unity Gaming Services (Cloud Build, Economy, Lobby) and researched Nakama for multi-player, enabling seamless cross-platform play for 10,000+ users.
- Managed client-facing AR and Pokémon Go-style projects, driving stakeholder alignment and creative decisions, ensuring on-time delivery.
- Leveraged Linux (Ubuntu) sysadmin skills to configure office servers and IDEs for AI agent workflows, optimizing development environments.

Unity Developer & Lead Game Designer

PakkaProfile, Bengaluru, Karnataka

December 2021 – July 2022

- Spearheaded PakkaPark, a gamified recruitment platform, prototyping a 3D park-like world in 1.5 months, achieving strong user adoption within 3 months.

- Wrote C# scripts for player movement, avatar integration, and animations, integrating 2D casual games via custom WebView for iOS/Android, enhancing user engagement by 20%.
- Designed levels using Unity's Terrain tools (grass/sand textures) and Asset Store assets (trees, castles), creating 15+ interactive environments with psychometric triggers.
- Collaborated daily with psychometrist to design Big 5 model-based gameplay, capturing behavioral data for ML processing, validated by stakeholder feedback.
- Managed Android/iOS build pipelines, handling signed APK exports, TestFlight tracks, and App Store submissions, achieving zero rejection cycles.
- Led PlasticSCM setup, managing repositories and merges for a 2-3 member team, improving collaboration and training new hires on version control.

Broadcast Tech / Technical Director

Cisco, Bengaluru, Karnataka

February 2009 – November 2022

- Directed live broadcasts, coordinating camera shots, lower thirds, and video playback, ensuring seamless execution per producer's flow, enhancing stream reliability by 15%.
- Applied 3-point lighting and real-time visual techniques, informing PBR workflows in Unity/Unreal for game cinematics and environment design.
- Led 4-6 member crews, providing real-time technical guidance, mirroring game dev team coordination.

Assistant Director – Corporate Films & TVCs

Frame Of Mind, Bengaluru, Karnataka

October 2007 – February 2011

- Directed 10+ corporate films, writing scripts and storyboarding narratives, increasing client engagement by 25% through compelling storytelling.
- Edited films using Avid Media Composer and After Effects, applying camera, lighting, and animation techniques that translate to Unity/Unreal cinematic workflows.
- Managed shoots and post-production pipelines, coordinating talent and crew (4-6 members), ensuring on-time delivery within client budgets.

Senior Executive, Human Resources (Learning & Development)

LG Soft India, Bengaluru, Karnataka

February 2011 – December 2015

- Developed "LG Way" communication campaigns, creating films and PPTs for internal displays, enhancing employee engagement for 500+ staff.
- Managed vendor relationships and event planning, coordinating 5-7 member teams for festivals, applying leadership skills to game team management.

Team Lead & Client Manager

Verifacts Services, Bengaluru, Karnataka

February 2005 – September 2007

- Led a team of 3-5 analysts, managing client verification reports for IBM, Wipro, ensuring 100% deliverable accuracy via Excel tracking.
- Guided team through complex verification cases, unblocking issues and aligning with client HR needs, mirroring game dev team problem-solving.

Portfolio

- **GitHub:** [GitHub.com/TheLazyIndianTechie](https://github.com/TheLazyIndianTechie) (Unity/AI research projects, in progress)
- **ArtStation:** artstation.com/TheLazyIndianTechie (WIP Unreal Engine passion project)