Karn Bhavsar

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[GitHub](#) | [Portfolio](#) | [LinkedIn](#)

Education

Sheridan College, Brampton, ON   *Sept 2019 – Dec 2022*
Advanced Diploma in Software Development and Network Engineering (Honors)   GPA: 3.69/4
Relevant Coursework: Web Dev, Web Programming, Database Design, Database Management, Mobile Web Apps
Ontario Tech University (UOIT), Oshawa, ON   *Sept 2014 – Dec 2018*
B.Eng. in Software Engineering   GPA: 3.0/4

Skills

Languages & Frameworks: C++, C#, Python, JavaScript, Blueprint, Unreal Engine 5, Unity 3D
Cloud Platforms: Unity Cloud Build, PlayFab, Firebase, AWS (for multiplayer or backend services)
DevOps & Tools: Git, GitHub, Visual Studio, Blender, Jira, Unity Asset Store, Oculus SDK, XR Interaction Toolkit
Databases: Firebase Realtime Database, SQLite, PlayFab Data, JSON-based storage
Platforms: Windows PC, WebGL, Android, iOS
Specialties: Gameplay Programming, Game Physics, 3D Math, Mobile Optimization, Rendering, UI/UX Integration

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Professional Experience

Phygtl, Inc, Frontend Developer & AR/XR QA Engineer   *Jun 2024 – Present*

– Led development of a scalable invite flow website using HTML, CSS, JavaScript, Tailwind CSS, Golang, and GCP, streamlining user onboarding and boosting efficiency by 25%.
– Collaborated with product managers, designers, and AR/AI developers to design and deliver responsive, high-performance UIs across web and mobile platforms.
– Engineered and executed rigorous cross-platform testing on Android, iOS, and Unity Editor, reducing production bugs by 20% and ensuring consistent performance.
– Owned sprint planning, bug tracking, and QA cycles using Jira and agile methodologies, enhancing development workflow and team productivity.

Zeuty, Backend Developer   *Jun 2024 – Mar 2025*

– Engineered robust and scalable RESTful APIs and microservices using Node.js, Express, and TypeORM, integrating seamlessly with PostgreSQL databases and increasing accessibility by 30%.
– Collaborated closely with backend leads and frontend developers to enforce best coding practices, conduct code reviews, and drive agile development, cutting development time by 20
– Designed, implemented, and optimized PostgreSQL database schemas, queries, and stored procedures, boosting query execution performance by 25% while enhancing reliability and data integrity.

Sheridan CMI, VR Application Developer   *May 2022 – Mar 2023*

– Led development of two innovative medical VR apps using Unity, coding, debugging, and optimizing across keyboard/mouse, VR, and WebGL platforms, resulting in a 30% increase in accessibility.
– Facilitated over 5+ client meetings regularly to ensure full alignment with project goals and deadlines, reducing project delays by 15% and boosting client satisfaction by 20%.

Academic Projects

Astral Warfare (Unreal Engine 5, C++, Blueprint)   *Feb 2024 – Mar 2024*

– Developed a first-person shooter with mission-based objectives, AI-driven enemies, and health/death systems using C++ and Blueprints.
– Built immersive gameplay loops with dynamic objectives, showcasing expertise in UE5 systems and performance optimization.

Storm Runner (Unity, C#, Animator, Rigidbody Physics)   *Feb 2024 – Feb 2024*

– Created a 3D infinite runner using Unity's Character Controller, Rigidbody physics, and animation systems for smooth gameplay and collision handling.
– Implemented responsive controls and dynamic obstacle generation to enhance replayability and mobile readiness.

Certifications

– The Ultimate Guide to Game Development with Unity (Udemy).
– Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games (Udemy).