

# KARN BHAVSAR | Game Developer

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## SKILLS

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**Languages:** C++, C#, Python, JavaScript

**Frameworks:** Unreal Engine 5, Unity, Blueprint, OpenXR

**Tools:** Visual Studio, Git, Github, Blender, Unity Asset Store, Unreal Marketplace, XR Interaction Toolkit, Oculus SDK

**Platforms:** WebGL, Windows PC, Android

## PROFESSIONAL EXPERIENCE

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### AR/XR Developer and QA Engineer

June 2024 – Present

Phygtl, Inc

Palo Alto, CA, USA

- **Collaborate with cross-functional teams** (product managers, developers, AI, blockchain, AR Developers, and UX/UI designers) to build, test, and optimize immersive experiences, **improving performance and scalability by 25%**.
- **Troubleshoot, debug, and develop automated tests** to ensure business needs are met, **leading to a 20% reduction in production bugs** and a **30% increase in test coverage**.
- **Research and develop new technologies** (Flutter, React Native, Unity) for AR/XR applications, contributing to a **30% improvement in development efficiency and innovation**.
- **Worked as a Lead Front-end Developer** to create an invite flow website for the app, streamlining user onboarding and **improving efficiency by 25%**. Tech Stack is HTML, CSS, JavaScript, Golang, GCP, Tailwind CSS.
- **Tech:** Unity, GenAI, Android, IOS, GCP, AR, C#, Jira

### VR Application Developer

May 2022 – Mar 2023

Sheridan CMI

Oakville, ON, Canada

- Led the development of **2** innovative Medical VR Apps using Unity, actively engaging in **coding, debugging, and optimizing** to ensure a comprehensive implementation across **3** platforms (keyboard/mouse, VR, and WebGL), achieving a **30% increase in accessibility**.
- I routinely conducted over **5+ client meetings**, ensuring **100% alignment** with project objectives and deadlines, facilitating effective communication, which resulted in a **15% reduction in project delays**, and strengthened collaboration, ultimately leading to a **20% increase in client satisfaction**.
- I streamlined daily workflow by effectively utilizing **Jira**, a project management tool, resulting in a **20% increase in task organization efficacy**, a **15% reduction in project completion time**, and a **25% enhancement in team productivity**.
- I **implemented GitHub and Git within CI/CD pipelines**, orchestrating version control and automation to streamline development workflows, enhance collaboration, and expedite software deployment, resulting in a **30% reduction in development cycle times**, a **25% increase in code quality**, and a **20% improvement in release frequency**.
- **Tech:** C#, Unity Oculus Build, OpenXR, Unity PC Build, Unity WebGL Build

## CERTIFICATIONS

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

## PROJECTS

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- Created an "Obstacle Assault" game using **Unreal Engine 5, C++, and Blueprint**. The objective of this game is to navigate through challenging obstacles to reach the finish line. ([View Demo](#))
- Created a "Crypt Raider" game using **Unreal Engine 5, C++, Blueprint, Lumen, Collisions, Line Tracing, and Pressure Plate**. This game immerses players in a dungeon atmosphere. ([View Demo](#))
- Created a "Toon Tanks" game using **Unreal Engine 5, C++, Blueprint, Input-Handling, Health/Damage System, Projectile Firing, and SFX**. The player controls a tank turret and the objective is to destroy all enemy tank turrets. Failure to do so will result in losing the game. ([View Demo](#))
- Created an "Astral Warfare" game using **Unreal Engine 5, C++, Blueprint, Player Movement/Animation, Health/Death System, Enemy AI, Gun/Shooting Architecture, and SFX**. The objective of this game is to infiltrate and acquire enemy headquarters by eliminating all adversaries in the level. Beware, failure to do so will result in losing the game. ([View Demo](#))

## EDUCATION

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### Sheridan College

Sep 2019 – Dec 2022

**Software Development and Network Engineering (Advanced Diploma) – 3.69 GPA**

Brampton, ON, Canada

### Ontario Tech University (UOIT)

Sep 2014 – Dec 2018

**Software Engineering (Bachelor of Engineering) – 3.0 GPA**

Oshawa, ON, Canada