

Aswin Mani

Unity Technical Lead | Game Developer | Interactive Systems Engineer

CONTACT

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- 📍 Dubai, United Arab Emirates

PROFILES

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- WEBSITE aswinmani.com
- REEL aswinmani.com/reel
- GITHUB github.com/zenodeon

SKILLS

- Unity Engine
- Unreal Engine
- Figma
- Blender
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere Pro
- ComfyUI
- TouchDesigner
- Resolume Arena
- Clip Studio



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SUMMARY

Unity Technical Lead and Interactive Systems Engineer with 6+ years of professional experience, 10 years of Unity development, and 5 years of Unreal Engine experience. Experienced in building real-time applications, games, immersive experiences, and AI-driven systems, with expertise in gameplay programming, UI systems, multiplayer, custom tooling, and scalable workflows.

EXPERIENCE

Unity Technical Lead & Interactive Systems Engineer Sep 2022 - Present PurpleGlo Experiential Agency · Dubai, United Arab Emirates

- Technical lead for immersive installations, interactive experiences, and branded activations from concept through deployment.
- Led and mentored developers, providing technical direction, architectural guidance, and support throughout project delivery.
- Created reusable tooling frameworks that reduced project startup time by 70% and improved team productivity by 40%.
- Built conversational AI systems with context-aware responses, memory management, and customized prompt architectures.
- Integrated Generative AI and LLM-based workflows to create and refine production-ready text, image, audio, and interactive assets.
- Implemented Retrieval-Augmented Generation (RAG) pipelines using LLMs, vector databases, and custom knowledge sources to enable accurate, context-aware AI interactions.
- Developed runtime tools and deployment workflows that reduced on-site troubleshooting effort by 90%.
- Led software and hardware integration for interactive installations, defining interfaces, communication protocols, and system architecture across Unity, Unreal Engine, and embedded systems.

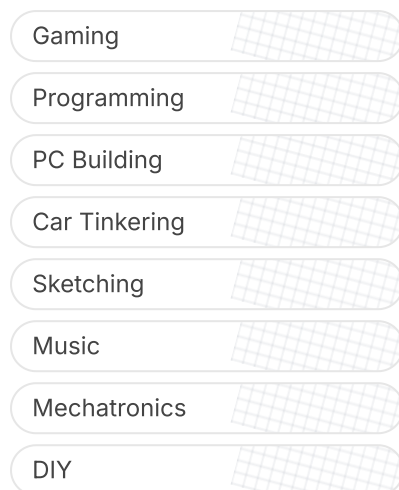
Senior Unreal Developer May 2021 - May 2024 Sudden Studio · Remote

- Built core gameplay mechanics and UI systems for Walk With Me, a narrative indie title on Unreal Engine.
- Engineered branching interaction systems that drove the game's key story moments and player choices.
- Collaborated with writers and artists to align gameplay, narrative beats, and visual direction across the project.

Senior Unity Engineer Mar 2022 - Sep 2022 Alpha 212 · Remote

- Shipped Smart TV games on a custom Unity-based engine built for constrained embedded hardware.
- Designed UI and input systems around remote-control navigation and the constraints of TV gameplay.
- Optimized performance and streamlined deployment so titles ran reliably across multiple embedded device profiles.

INTERESTS



EXPERIENCE

Unity Developer

Sep 2021 - Feb 2022

DBS Team (Decentralized Bone Society) · Remote

- Shipped The Tavern in Unity, a gamified social hub for NFT holders in a DeFi ecosystem.
- Designed and implemented interactive UI systems for the social and transactional experience.
- Defined and shipped gameplay mechanics linking holder engagement to on-platform activity and events.

Content Creation & Training Intern

Jul 2021 - Sep 2021

Missan IT Solutions · Dubai, United Arab Emirates

- Produced training content and tutorials across photography, video, and motion graphics.
- Built onboarding visual materials for culinary and office staff.
- Earned a top performance review (5/5 in four categories, 4/5 in one).

Senior Unity Developer

Dec 2020 - Mar 2021

Superflow Studio · Remote

- Built VFX, UI, and core gameplay systems for Dracco, a top-down survival title.
- Integrated payment services to enable in-game purchases.
- Tuned gameplay balance and enemy behavior alongside the core team.

Unreal Developer

Jun 2020 - Jan 2021

Feralis · Remote

- Programmed movement, animation, AI, and player-interaction systems in Unreal for an online multiplayer survival title.
- Built UI and roleplay-oriented gameplay systems across the multiplayer experience.

EDUCATION

Bachelor's Degree - Media and Communication

2019 - 2022

Manipal Academy of Higher Education · MAHE, Dubai

ACHIEVEMENT

- Led my batch's major project in Unreal Engine and Blender over the traditional 3ds Max workflow and set the visual benchmark for the program; the following year's class adopted the same approach as faculty shifted toward Unreal Engine and Blender.



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