

BRINE SANTRA

Unity Game Developer · Gameplay Programmer

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PROFESSIONAL SUMMARY

Unity Game Developer with 1+ years of professional experience shipping commercially released 2D games. Expertise in gameplay programming, AI systems, multiplayer architecture, and performance optimization. Proven ability to architect clean, maintainable game systems using object-oriented design principles and deliver production-ready features in agile environments.

EXPERIENCE

Unity Game Developer at Webhibe Technologies

February 2025 — July 2026

- Shipped Snake & Ladder with AI opponent and multiplayer modes — designed full game rule logic, AI decision-making, turn management, and progression tracking for a commercially released educational title.
- Developed Word Search gameplay system with procedurally generated puzzles, word placement algorithms, and intuitive touch-based interaction optimized for young educational users.
- Built PlayNest mini-game hub comprising MatchLink (pattern recognition), Pixel Art (color-matching mechanics), and Number Pop (arithmetic challenges) — each featuring polished gameplay loops, scoring, and progression systems under a unified hub architecture.
- Delivered production-ready features on schedule in an agile team environment, collaborating on code reviews and sprint planning.

FEATURED PROJECTS

Neon-Edge IN DEVELOPMENT

Deck-building card battler featuring AI-driven enemy decision-making, ScriptableObject-based card architecture, animated combat flows, and ability trees. The AI evaluates every affordable card by damage potential, kill threat, and ability timing. Demonstrates complex game systems design and maintainable code architecture.

Unity C# AI Systems ScriptableObjects Battle System

The Living Hollow IN DEVELOPMENT

First-person psychological horror experience with architected gameplay systems — exploration mechanics, puzzle-solving, enemy AI behaviors, intuitive interaction systems, dynamic flashlight system, progression mechanics, and atmospheric horror design. Built on robust state management and systems integration.

Unity C# Enemy AI Horror Systems Interaction Design

Snake 3D COMPLETED

Modern 3D interpretation of the classic Snake game with procedural food spawning, progressive difficulty scaling, robust game state management, persistent high-score system, and smooth camera dynamics. Demonstrates 3D gameplay programming with clean architecture.

Unity C# 3D Gameplay State Management

Street Car COMPLETED

2D endless runner with dynamic obstacle avoidance, collectible systems, progressive difficulty scaling, and score-based progression. Demonstrates solid 2D gameplay programming and polished arcade-style game feel.

Unity C# 2D Physics Procedural Generation

EDUCATION

B.C.A.

IGNOU — Pursuing

Diploma in Game Development

Red Apple Learning — Completed

CORE SKILLS

Game Engines & Languages

Unity C# .NET Framework

Gameplay & Systems

Gameplay Programming OOP

State Machines

Event-Driven Architecture

ScriptableObject Architecture

AI & Multiplayer

AI Decision-Making

Enemy Behavior Trees

Opponent AI

Multiplayer Game Logic

UI & UX

Unity UI (UGUI) Menu Systems

HUD Design

User Flow

Tools & Workflow

Git GitHub Agile/Scrum

Code Reviews

Debugging

Profiling

Game Domains

2D & 3D Games

Procedural Generation

Performance Optimization

Multiplayer Systems

Educational Games

LANGUAGES

English Professional

Hindi Native

Bengali Native

INTERESTS

Game Design Game AI

Procedural Generation

Horror Games

Card/Strategy Games

Performance Optimization