

MIRADO M. RALAFIARINDAZA

Gameplay Programmer - Unity (C#)

Antananarivo, Madagascar

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PROFESSIONAL SUMMARY

Gameplay Programmer with 5+ years of experience designing and implementing interactive gameplay systems using Unity and C#. Specialized in player mechanics, physics-driven interactions, XR experiences, and performance optimization across desktop, mobile, WebGL, and immersive installations. Proven ability to contribute to complete game loops from gameplay architecture and prototyping to deployment and live optimization in international remote production environments.

CORE SKILLS

- Gameplay systems design and implementation
- Unity engine (2D, 3D, XR): MonoBehaviour and ECS
- C# architecture and modular programming
- Physics-based mechanics and player interaction
- AI behaviour and state machines
- Performance optimization and profiling
- WebGL and cross-platform deployment
- Backend integration and gameplay data systems

PROFESSIONAL EXPERIENCE

Unity Gameplay Developer (2D / 3D / XR) - Illusion Multimedia - Remote (Canada) - 2025 to 2026

- Designed and implemented immersive gameplay interactions for cross-platform XR experiences- Developed core mechanics for an AR treasure hunt platform including geolocated quest triggers and progression systems
- Built physics-driven gameplay behaviours improving interaction realism and responsiveness- Created a 360 degree dome immersive experience with synchronized tablet remote control using OSC protocol
- Optimized rendering and update cycles for high-resolution projection performance

Unity Gameplay Developer - Diris - Remote (France) - 2021 to 2025

- Developed the core gameplay loop for an online programming learning game deployed in browser
- Designed puzzle-based progression mechanics encouraging experimentation and logical thinking- Implemented a custom in-game code execution runtime and IDE interface enabling dynamic gameplay outcomes
- Programmed scoring, progression and leaderboard systems supporting long-term engagement
- Managed backend gameplay data flows and deployment pipelines

Unity 3D Gameplay Developer - Lomay Technologies - Antananarivo - 2020 to 2021

- Implemented interaction mechanics for VR simulation experiences focusing on immersion and feedback
- Optimized augmented reality mobile applications improving runtime performance and memory usage
- Developed and balanced gameplay systems for RPG and endless runner mobile games
- Integrated navigation logic trigger events and physics interactions

.NET and Angular Developer Intern - Waouh Studios - Antananarivo - 2019

- Developed ERP accounting and user management modules using .NET C# and Angular
- Built a real-time architectural visualization tool converting 2D plans into interactive 3D environments
- Collaborated with designers and technical leads to improve usability and responsiveness

KEY PROJECTS

Voxel Strategy Engine

- High-Performance Architecture: Developed a voxel engine using Unity DOTS (ECS, Job System, and Burst Compiler) to manage large-scale environments with minimal CPU overhead.

EDUCATION

Bachelor Degree in Computer Science - Application Development - IT University Antananarivo - 2016 to 2019

LANGUAGES

Malagasy - Mother tongue

French - Fluent

English - Professional working proficiency