hardik dhameliya

Sr. Unity 3D Developer

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https://hardik251925.github.io/

Profile summary

Experienced Sr. Unity 3D Developer with 6+ years in designing and publishing 2D mobile games, multiplayer systems, and WebGL metaverse experiences. Published 12+ games on Google Play with 500K+ combined downloads. Expertise in gameplay systems, UI/UX, Photon Fusion multiplayer, and mobile optimization to achieve 60 FPS across devices. Proven track record of delivering high-quality solutions and maintaining client satisfaction (95%).

CORE COMPETENCIES
- Game Development: 2D Games, Hyper-Casual, Physics-Based Mechanics, Level Design, Gameplay Systems
- UI/UX Design: Game UI, Menus, HUD, Leaderboards, In-game Notifications
- Multiplayer Networking: Photon Fusion, Real-Time Sync

Skills: Unity3D, Virtual Reality, Augmented Reality, Webgl, Photon Networking, Fusion, Socket.io, AI Tools Unity 6, Unity2D, Mobile Game 2D

Certifications

- Unity Multiplayer Photon Fusion 2
- AR/VR Development Mastery
- Photon Networking Multiplayer Systems
- Advanced Unity Performance Optimization

Work experience

Sr. Unity 3D Developer — No Borders Technologies pvt ltd	Apr 2020 - Nov 2025

- Published 12+ 2D mobile games with 500K+ downloads.
- Developed gameplay systems, including level progression and physics-based mechanics.
- Designed responsive UI: menus, HUD, leaderboards, notifications.
- Optimized Android/iOS games for stable 60 FPS across devices.
- Architected multiplayer networking (Photon Fusion) supporting 50-100+ players.
- Developed multiplayer games like LudoMania and XANA Metaverse with 100+ concurrent players.
- Enhanced performance by 40% through memory profiling, garbage collection optimization, and asset management.
- Developed XANA WebGL Metaverse, supporting 100+ concurrent players.

Sr. Unity 3D Developer — Advantal Technologies, Indore	Mar 2017 - Apr 2020

- Built high-fidelity VR UI/UX for Oculus Go (90 FPS)
- Developed UNB Virtual Museum (interactive exhibits, HTC Vive/Oculus Rift)
- Created Multiplayer VR Office Platform (50 simultaneous users)
- Delivered educational/enterprise VR simulations (real-time data visualization)

Projects

XANA Metaverse	24 Months

Multi-region cities, avatars, networking, AI NPCs, Web3 infrastructure.
Included All plateform Like Android, IOS, Desktop ,Web GL , VR (Oculus Quest 3s Meta).

AR Zombie Game	60 Days

Location-based AR (50K downloads, MapBox)
Custom Map Android and IOS

UNB Virtual Museum	6 Months

3D artifacts, dynamic lighting, VR locomotion
Multiple Plateform HTC VIVE ,Oculus Rift , Desktop

Multiplayer VR Office	5 Months

Meetings, presentations, avatars, real-time voice
Multiple Plateforms Android , IOS ,VR HTC VIVE , OCULUS GO

LudoMania	45 Days

Popular multiplayer board game with engaging gameplay and social features for mobile platforms. [View on Play Store -](https://play.google.com)

NFTDUEL:	24 Weeks

NFT-based trading card game with blockchain integration and competitive multiplayer gameplay. [View on Play Store -](https://play.google.com)

Flying Jet Theme Game	60 Days

Educational question-based game with flying jet theme for interactive learning experiences. [Play Game -](http://www.mmtplonline.com)

Bubble Theme Game	40 Days

Educational bubble-themed quiz game combining entertainment with learning objectives. [Play Game -](http://www.mmtplonline.com)

Education

MCA | Computers   2015
Shri Vaishnav Institute of Management & Science, Indore
Grade - 7.4/10

B.Sc | Computers   2011
Gujarati science college
Marks - 64%

12th   2008
Madhya Pradesh, Hindi
Marks - 58%

10th   2006
Madhya Pradesh, Hindi
Marks - 69%

Extra-curricular activities

Mobile 2D

- 12+ Published Games on Google Play | 500K+ Downloads | 40% Performance Improvement

Client Satisfaction

- 95% Client Satisfaction | 20+ Projects Shipped Across Platforms

Multiplayer CCU

- 100+ Concurrent Players | Sub-100ms Network Latency | Stable 60 FPS Performance

Japan HQ

- Recognized by Japan HQ for Excellence

Declaration

I Hereby Declare That All The Information Provided Above Is True To The Best Of My Knowledge.

Additional information

Hobbies: AR/VR Innovation Game Prototyping Cricket & Team Sports Exploring Immersive Technologies,Cricket, Coding

Languages: Hindi, Gujarati, English