

# NIKHIL CHAUDHARY

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## PROFESSIONAL SUMMARY

Multiplayer Unity Game Developer with 2+ years of experience building Android, WebGL, and Windows games using Unity, C#, Photon, Firebase, Node.js and Socket.IO. Skilled in multiplayer gameplay, backend integration, UI/UX optimization, and scalable architecture. Contributed to games with 5M+ downloads, delivered production-ready features, optimized performance, built reusable systems, and conducted technical sessions and mentored juniors while collaborating with cross-functional teams.

## KEY ACHIEVEMENTS

- Contributed to **Alnahsha Run (5M+ downloads)** by improving gameplay, optimizing UI/UX, and building reusable systems such as UI scaling and basic localized UI features.
- 1st position in Deftsoft's internal Unity challenge and game-development quiz for strong problem-solving and delivering clean, scalable architecture and project structures.
- Collaborated with senior tools developers to enhance a 3D character export pipeline—resolving crashes at ~20 exports and helping scale it to 1,000+ exports in 5 minutes (20× faster) performance improvement by **~1900%**.
- Assisted a junior teammate by creating a reusable UI tool, enabling delivery **1.5 days ahead of schedule** and improving team efficiency by **~12%**.
- Successfully balanced multiple game deliveries while maintaining high code quality, clear communication, and mentoring juniors, and giving technical sessions; also contributed **Figma wireframes** aligned with GDDs.

## SELECTED PROJECTS

### Alnahsha Run (Android – Endless Runner, 5M+ Downloads)

- Endless runner game themed around iconic cities (Riyadh, Dubai, Cairo).
- Collaborated on player experience and UI tool for city-themed levels.
- Assisted with Optimization, UI/UX, and bug resolution cycles.

### Multiplayer Card Game (Android – Multiplayer, Confidential)

- Poker-style card game with online matchmaking.
- Integrated Google/Firebase, friend manager, leaderboard, room sharing, and push notifications.
- Implemented localized UI and shared room system for easy invites via WhatsApp/social platforms.

### Multiplayer Tank Battle Game (In Progress – Android, Multiplayer)

- Implemented player movement, shooting mechanics, and collision detection using Unity physics.
- Applied ScriptableObjects and prefabs for scalable and modular tank and weapon configurations.
- Managed scene transitions, UI updates, and enemy wave systems using Unity events and coroutines.

### **Survival Combat Game (Enemy Waves + Shooting – Android/Windows)**

- Gardening survival game where the farmer nurtures crops and fends off enemy insects/bosses.
- Contributed to enemy wave spawner, shooting mechanics, object pooling, and animations.
- Assisted in asset management and player feedback systems.

### **City Builder Resource Management Game (WebGL + Android, Confidential)**

- Town builder game where players collect resources to build and manage a small city.
- Developed resource management gameplay with object pooling for better performance.
- Built clean, maintainable architecture and integrated backend features using MongoDB and Node.js.

### **3D Character Creator Tool (Blendshapes + Optimization – Windows, Confidential)**

- Full-featured character design software using blendshapes.
- Added UI tools for custom skin tone, hair, eyes, facial morphing, and gradient color variations.
- Collaborated to improve export pipeline, scaling exports 20× faster (~20 to 1,000+), ~1900% boost.

## **TECH STACK & TOOLS**

- Core Skills: UI/UX Design & Optimization, Multiplayer, Gameplay Programming, Backend Integration, Game Architecture, Cross-Platform Game Development, Asset & Resource Management, Localization & Dynamic UI Systems, Tools
- Programming Languages: C#, C++, C, JavaScript
- Game Engines: Unity (2D/3D), Unreal Engine (Beginner – Blueprints, UI, Authentication)
- Development Practices: Component-Based Design, Event-Driven Programming, Clean Architecture, Scalable Project Structure, Version Control Workflow, Performance Optimization Practices, Multiplayer Best Practices
- Tools: Visual Studio, Git, Android Logcat

## **PROFESSIONAL EXPERIENCE**

Game Developer – Deftsoft (Mohali, Punjab)

Oct 2023 – Present

- Developed and maintained Unity games with multiplayer, backend integration, optimized gameplay systems, and UI/UX improvements.
- Built core systems like object pooling, wave spawners, enemy logic, and shooting mechanics.
- Integrated Firebase and Node.js in multiple titles for real-time data, auth, and notifications.
- Managed multiple game deliveries with high code quality, collaborating across cross-functional teams.
- Mentored junior developers on clean, maintainable, and scalable code practices and workflows.

## **EDUCATION**

Bachelor of Computer Applications (BCA)

Guru Nanak Dev University College, Amritsar (2020 – 2023)