PRIYA GIRIN

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GAME ENGINEER

Innovative Game Developer skilled in Unity and Unreal Engine, creating immersive AR, VR, multiplayer, and interactive 3D experiences. Passionate about blending technical excellence with engaging design to deliver world-class user experiences. I thrive in fast-paced, collaborative environments and believe that nothing is impossible with the right research and continuous upskilling. Driven to push boundaries and contribute to forward-thinking studios on a global scale.

STRENGTHS AND EXPERTISE

Unity(2D and 3D), Unreal,	Android Studio and App Console	Team Leadership
C# development	Java Development, Unity Timeline,	Communication
AR and VR, Git	Animation,	Operations Management

EDUCATION

Bunts Sangha
Graduate Bachelor of Science in Information Technology

Bunts Sangha
HSC

Kumud English School
Maharashtra State Board

PROFESSIONAL EXPERIENCE (3.7 YEARS)

Launchtrax (2023-2025)
Game Developer
Game Developer skilled in Unity and Unreal Engine, with experience delivering defense-grade simulations, immersive training systems, and real-time interactive environments. Proven track record in physics-based realism, performance optimization, and multiplayer development, alongside publishing personal projects on the Play Store. Passionate about creating next-gen AR/VR experiences for global audiences.

Accomplishments:

- Developed a mining vehicle simulation in Unity with a focus on performance optimization and real-time interactions.
- Built a custom Unity plugin to handle in-game notification systems and modular communication workflows and Unreal Texture Recording custom Plugin for Debrief.
- Implemented multiplayer replication in Unreal Engine, including replication of VR full-body rig movements for immersive multiplayer experiences.
- Engineered andi debugged complex data structures and systems with strong technical design principles to support scalable gameplay features.
- Proficient in C# development, with robust debugging skills and deep understanding of Unity and Unreal engine internals.
- Experienced in AR development with Vuforia, and VR development for Meta Quest, focusing on immersive interactions and optimization for standalone devices.
- Version control and collaborative development using Git in multi-developer environments.

Portfolio
https://priya-gamedev.vercel.app/

Github
https://github.com/Priya122002

itch.io
https://smileshirin.itch.io/

PROJECTS

Virtual Reality Mine Simulator (Unity) Team Project

- Developed a Virtual Reality (VR) application using Unity for simulating mining vehicles and creating realistic scenarios for educational purposes at IIT Institute.
- Developed and implemented safety modules of mining in an interactive VR environment.
- Enabled users to engage with safety procedures and learn effective responses to critical situations.
- Enhanced learning by providing a hands-on, immersive experience that helps users understand and react to real-world safety challenges.
- Integrated Oculus and Joystick for input-based control, allowing players to interact and navigate through the VR environment using Oculus controllers and Joysticks for an intuitive and immersive experience.
- Collaborated with the IIT team to tailor scenarios specifically to mining industry safety standards and practices.

Autonomous Underwater Vehicle (Unity) Individual

- Designed, Documented, and Developed an augmented reality (AR) application using Unity and Vuforia Engine, utilizing the Model Target Generator to detect and display the Autonomous Underwater Vehicle (AUV) machine in 3D. The application provided an explosive view of the machine, allowing users to explore and understand each component in detail.
- Implemented interactive features to explain the working of each individual part of the AUV, providing a comprehensive understanding of the machine's operations through AR.

Multiplayer Network Setup (Unreal) Individual

- Designed, Documented and implemented a robust multiplayer networking architecture using Unreal Engine and setup dedicated servers for VR, AR, mobile, and PC platforms.
- Developing a scalable framework for seamless cross-platform collaboration, enabling synchronized interactions across multiple device types, Worked in Cesium for Digital Sand Model Terrain.
- Applied this architecture to multiple projects, ensuring reliable connectivity and real-time multiplayer functionality (Replication, RPC).
- Work in Jira for Updates and Confluence for Documentation and flowchart of project.

VR Escape Submarine (Unreal) Individual

- Full-body IK control rig for VR avatars, integrated with HMD/controllers/trackers
- Networked IK replication with smoothing/prediction for consistent multiplayer movement
- Authority & access-control framework distinguishing active vs. passive users for efficient replication
- Dedicated desktop server + VR clients (Meta Quest/PC VR) in a low-latency client-server architecture
- Debrief recording & playback system with session capture and event timelines
- Live security-camera feeds integrated with network streaming and permissions
- Step-by-step replicated feature toggles with ordered state handling and rollback safety
- Networked teleportation with permission checks, safe-zone spawning, and sync across clients
- Dynamic material switching with real-time, replicated visual state updates (Security Camera)
- Handled the full development cycle of the project, from architecture to deployment
- Created Custom Plugin for Recording debrief.

DSM

- Multiplayer Plugin of Unreal Custom Timeline at Runtime
- Created Custom C++ Plugin for Record and Replay feature.
- Custom Unity Timeline in Unreal

Real-Time Multiplayer Prototype (Unity / Socket.IO)
Designed and developed a scalable real-time multiplayer architecture using WebSockets (Socket.IO), enabling low-latency bi-directional communication between Unity clients and a Node.js server. Implemented authoritative server logic, player state synchronization, event broadcasting, and dynamic room/lobby management. Added latency compensation, interpolation/extrapolation for smooth movement, reconnection handling, and payload optimization. Built extensible message pipelines and modular network event handlers to support future gameplay systems, matchmaking, chat, and session management.

Multiplayer & Systems

- Experience building real-time multiplayer gameplay using Photon and Netcode for GameObjects
- Implemented client-server architectures, player synchronization, and networked state management
- Worked with Addressables and Asset Bundles for modular, scalable asset loading
- Developed and integrated custom shaders for visual effects and gameplay feedback

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It’s Digital Era (2021-2023)

Android Developer and Production Head

I served as both an Android Developer and Production Head, overseeing the full development lifecycle of mobile applications and leading a team to meet production goals.

Accomplishments:

- Developing Applications: Led Android app design, development, and deployment for performance and scalability.
- Implementing Ads: Integrated ads (Google AdMob) for revenue generation while maintaining user experience.
- Team Management: Managed developers to ensure timely project delivery and workflow efficiency.
- Production Oversight: Monitored production progress and resolved technical issues quickly.
- App Deployment: Managed live apps on Google Play Console, ensuring updates and handling user feedback.