# Sonal Dhole

Unity Game Developer

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## SUMMARY

Unity Game Developer with 6+ years of experience delivering 50+ cross-platform games across WebGL, Android, iOS, and PWA. Strong expertise in real-time and multiplayer game development, including socket programming and Photon integration. Proven experience in modular architecture design, memory optimization, and performance profiling to ensure scalable and high-performance applications. Adept at Git-based version control and collaborative development workflows. Demonstrated leadership in managing and mentoring teams while successfully delivering 30+ projects, coordinating project planning, execution, and stakeholder communication.

## SKILLS

**Game Development**   Unity Editor, C#, OOP, Core Java
**Augmented Reality**   AR
**Networking**   Socket, API Development
**Performance Optimization**   Memory Optimisation, Profiling
**Animation**   Animation, 2D, 3D
**Multiplayer**   Photon
**Mechanics**   Gameplay mechanics, Path Finding
**Platforms**   Mac/PC, WebGL, Android, IOS, PWA
**Version Control**   Git

## EXPERIENCE

**Sr. Unity Developer (Lead Team)**                                                    Jun '24 — Present
Bilions                                                       Austin,Texas, United States (Remote)
Currently involved in developing cutting-edge slot machine games for the casino gaming industry, focused on delivering a seamless and engaging player experience. Our games feature multi-reel configurations, dynamic paylines, and a range of exciting bonus mechanics such as free spins, scatter wins, and auto-spin options

- Work on cross platforms, ensuring smooth gameplay and high-quality visuals.
- Working on CI/CD flow setup and modular programming.
- Implementing a highly reliable Random Number Generator (RNG) to ensure fairness and unpredictability in outcomes.
- Designing immersive UI/UX tailored to enhance the player's interaction and overall experience.
- Delivered 50+ games while closely collaborating with clients and management to understand and implement requirements.
- Experienced in developing and maintaining real-money games with **10,000+ active users** across the **US** and **UK** markets.
- Worked on cross-platform projects supporting **WebGL**, **Android**, **iOS**, and **PWA** deployments.

**Sr. Unity Game Developer**                                                            Aug '21 — Sep '22
Prisom Technology                                                                    Ahmedabad, India
- Designed and implemented gameplay mechanics for a casual puzzle game involving directional pathfinding for multiple snakes.
- Developed over 100 unique levels with increasing complexity, ensuring a smooth difficulty curve and engaging player experience.
- Participated in the development of a real-time multiplayer poker game with a focus on smooth network gameplay and fair matchmaking.
- Helped implement features including player profiles, in-game chat, daily rewards, and tournament systems.
- Use **Photon SDK** for multiplayer functionality.

**Sr. Software Developer**                                                              Jan '19 — Apr '20
InfoGen Labs                                                                              Pune, India
- An amazing 3D experience where you can meet people ,chat & dress up your Avatar. - Multiplayer Functionality. - Dynamic Content downloading. (Like this game : AvakinLife )
- Ignite Games (2D Game) - Games for Child Learning(using TimeLine).
- Augmented Reality Application - Irvine Park - Path Navigation - City Design - Floor Detection and set 3D models.

**Sr. Unity Game Developer**                                                            Aug '16 — Apr '18
Vasundhara Infotech                                                                      Surat, India

Collaborated closely with cross-functional teams, including UI/UX designers and backend developers, to ensure seamless integration of visual design elements and gameplay functionality. Participated in regular sync meetings to align design intentions with technical feasibility, streamline user flows, and optimize the overall player experience. Facilitated clear communication between front-end and server-side teams to ensure real-time features, asset loading, and in-game interactions performed smoothly across platforms.

- Worked on both kind of games 2D and 3D.
- Start my career in Unity Gaming from here.

**Android Developer**                                                                    Jul '15 — Aug '16
Jipsaan Solution - India                                                                   Surat, India

Began my IT career at [Company Name], focusing on Android application and game development. Gained hands-on experience in building and optimizing mobile applications, collaborating with cross-functional teams, and contributing to the full development lifecycle—from concept to deployment. This foundational role enabled me to build strong technical and collaborative skills in a fast-paced production environment.

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## PROJECTS

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| **Car Racing On Impossible Track**, Vasundhara Infotech Link | Surat, India |
| **Balance Ball 3D**, Vasundhara Infotech Link | Surat, India |
| **Multiplayer Carrom Pool**, Freelancing Link | Surat, India |
| **CrayZ - 3D Virtual World**, InfoGen Labs,Example Game Link | Pune, India |
| **Ignite by Hatch**, InfoGen Labs Link | Pune, India |
| **VegasEmpire (Slot Game )**, Bilions Link | Present Pune, India |
| **Gambling Games(Promo Video)**, VegasEmpire (Slot Game ) Link | United States |

## EDUCATION

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| **Diploma in Computer Engineering**, Gujarat Technology University | Jun '09 — May '12 |
| **B.E. in Computer Science & Engineering**, Gujarat Technology University | Jul '12 — Jun '15 |