# Devesh Beniwal

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## Summary

Full-Stack Unity Developer with **7+ years** of experience in **AR/VR, multiplayer, and cross-platform game development**. Skilled in **C#, Unity3D, Node.js, Photon, Colyseus, WebRTC, Firebase, and MongoDB**, with strong expertise in **Game architecture, Performance optimization (up to 30% in my last project)**. Delivered scalable real-time multiplayer solutions, integrated hardware (Arduino, Leap Motion, Kinect), and deployed projects across Android, iOS, Web, and Cloud

## Skills

- **Game Development:** Unity Engine, C#, Game Architecture, Design Patterns, Performance Optimization, Cross-platform Deployment (Android, iOS, Web, PC)

- **Multiplayer & Networking:** Photon (PUN, Fusion v1/v2), Colyseus, WebSockets, WebRTC, Socket.IO, REST APIs, Real-time Synchronization, Matchmaking Systems

- **AR/VR & Immersive Tech:** ARFoundation, ARCore, ARKit, VR SDKs (Oculus, Pico), 3D Interaction Systems, Hardware Integration (Arduino, Kinect, Leap Motion)

- **Backend & Cloud:** Node.js, TypeScript, JavaScript, Express.js, MongoDB, Firebase (Firestore, Auth, Hosting, Analytics, Messaging), Nginx, Ubuntu/Linux Servers

- **Tools & Frameworks:** Git/GitHub, Agile/Scrum, Jira, Project Management, Addressables/Asset Bundles, IAP, Localization, In-App Update

- **Other Expertise:** WebGL, Native Plug-Ins, AI for Games, Physics Simulation, Animation Rigging, UI/UX Implementation

## Work Experience

### Senior Unity Developer

Sparkshift Technologies • Bengaluru, Karnataka
05/2024 - Present
- Built **POCs for Web3 & multiplayer integration** using Sequence SDK, WalletConnect, and Photon Fusion (v1 & v2).
- Enhanced **Project Anarchy Warzone** with improved vehicle physics (car/helicopter/bike) and new gameplay features.
- Achieved up to **30% physics optimization** and **20% draw calls reduced** through profiling and advanced Unity techniques.
- Integrated **WebRTC** and **Vivox** to enable real-time video/audio calling in multiplayer games

### Senior Unity Developer

Aarrsol Digital Pvt. Ltd. • Jaipur, Rajasthan
09/2023 - 03/2024
- Designed and developed **core game architecture** in Unity and Node.js using Colyseus framework.
- Built and deployed **REST APIs with MongoDB** to support scalable multiplayer systems.
- Implemented **end-to-end encryption** for secure communication between clients and servers.
- Conducted **cross-platform testing & debugging** to ensure stability across Android, iOS, and Web.
- Created a bridge between Unity WebGL and Javascript for handling the game on website.

## Senior Unity Developer

Logic simplified Pvt. Ltd. • Dehradun, Uttrakhand
07/2021 - 09/2023

- Integrated **Addressables, IAP, Localization, and Firebase (Firestore, Storage, Messaging, Hosting, Auth)** into Unity projects.
- Built **real-time multiplayer features** using Socket.IO & Colyseus with scalable backend services.
- Explored **WebXR** and implemented **decoupled architecture** using design patterns for multi-platform deployment.
- Developed **WebGL solutions** for Audio/Video/Screen Sharing via WebRTC & Jitsi integration.
- Mentored junior developers and resolved complex bugs to maintain delivery efficiency.

## Unity Developer

Addonvision Infotech • Jaipur, Rajasthan
12/2019 - 07/2021

- Learned and developed **5+ multiplayer projects using photon**, Helped the company achieve recognition as **Top 1% Unity Developer organisation on Freelancer** during my tenure.
- Reviewed project documentation to define **timelines, resources, and feasibility** before development.
- Wrote **clean, modular code** from scratch or optimized existing systems for client and in-house projects.

## Unity Game Developer

HuriyaSoft Studios • Jaipur, Rajasthan
02/2018 - 02/2019

- Conceptualized, pitched, and developed **original game ideas** from prototype to release.
- Built and optimized existing games with **improved performance and gameplay features**.

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## Selected Projects

Anarchy Warzone ([Playstore](#) | [Appstore](#) )

- Integrated **advanced vehicle physics** (cars, helicopters, tanks) with realistic controls.
- Migrated networking from **Photon Fusion v1 to v2**, improving stability and synchronization.
- Implemented **core gameplay systems** including combat, objectives, and progression.
- Optimized performance across platforms, achieving smoother gameplay and scalability.

TeenPatti Hangout ([Playstore](#))

- Built a **casino multiplayer game (2–5 players)** with integrated **video calling**.
- Used **Colyseus (Node.js + TypeScript)** for backend services and real-time gameplay.
- Implemented **MongoDB with horizontal scaling** and deployed on Ubuntu cloud servers.
- Configured **Nginx and Mongoose** for secure, scalable server management.

KhoKho World Cup ([Playstore](#) | [Appstore](#))

- Collaborated with the **KhoKho Federation of India** to create India's first official 3D KhoKho game.
- Developed **AI teammates, attack/defend modes, team selection**, and polished VFX/animations.
- Integrated **IAP, Firebase, and Google Play Games** for leaderboards, authentication, and monetization.
- Applied **Inverse Kinematics (IK)** for smooth and realistic character animations.

Headball ([Video](#)):

- Created a **physics-based 2-player football game** with synchronized multiplayer.
- Developed backend in **Node.js + Colyseus**, handling all callbacks and real-time logic.
- Ensured smooth **networked physics replication** for competitive gameplay.

LudoSamrat ([Website](#)):

- Developed a **real-money Ludo game** supporting multiple gaming modes.
- Integrated **Photon networking** for fast and reliable multiplayer.
- Designed a **secure game flow** for competitive and fair play.

Surf Sharks ([Playstore](#) | [Appstore](#)):

- Developed an **endless surfing adventure game** with Firebase integration.
- Added **custom admin panel** to manage skins, enemies, and in-app content.
- Implemented **IAP, in-app updates, deep linking, analytics, and crashlytics** for live operations.

AR Drawing ([Video](#)):

- Built an **AR app** allowing users to draw in real-world coordinates using Unity + ARFoundation.
- Designed smooth **3D interaction mechanics** for immersive creative experiences.

DuckHunt using Leap Motion ([Video](#)):

- Created an **AR shooting game** using Leap Motion for **gesture-based hand tracking**.
- Implemented **real-time gun control** via hand gestures and Unity physics.

*For a complete list of 30+ projects including AR/VR apps, hyper-casual games, and enterprise solutions, visit my portfolio:* **deveshbeniwal.github.io/Portfolio**

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## Education

## B.Tech in Computer Science & Engineering

*Global Institute of Technology, Jaipur | Rajasthan Technical University*
*2014 – 2018 | Graduated with Honours*

## Senior Secondary (12th) – Science

*H.K.H Public School, Ajmer | State Board | 2014 – 77%*

## Secondary (10th)

*H.K.H Public School, Ajmer | State Board | 2012 – 66%*

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## Certificates and Links

**Certificate** ([Verify](#)) : Data Structures and Design Patterns for Game Developers

**LinkedIn** : https://www.linkedin.com/in/devesh-beniwal-ba4460143

**Portfolio** : https://deveshbeniwal.github.io/Portfolio

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## Languages

English, Hindi