Devesh Beniwal

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Summary

Passionate Full-Stack Unity Developer with a B.Tech in **Computer Science** degree. For over **7 years**, I have been creating immersive digital worlds for various platforms and genres, using cutting-edge technologies and tools. I have,

- Built AR/VR apps for latest devices, Multiplayer using Photon and WebSockets and Casino based games for different platforms.
- Developed few plugins to help the unity dev community.
- Worked in C#, Javascript and Typescript languages including deployment of backend code on Ubuntu Cloud System.
- Created immersive games which includes hardwares like Arduino, Leap Motion, and Kinect.

My objective is to leverage my skills and knowledge in a dynamic, employee-centric environment where I can contribute to impactful projects and further expand my professional portfolio.

Skills

Unity, C#, AR/VR, Multiplayer, Node.js, Socket Programming, Colyseus, Photon, Firebase, GitHub, MongoDB, Project Management

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Work Experience

Senior Unity Developer

Sparkshift Technologies • Bengaluru, Karnataka
05/2024 - Present

- Built POCs for Sequence SDK, WalletConnect, and Photon Fusion (v1 & v2) for Web3 and multiplayer integration.
- Improved Project Anarchy with car/helicopter physics and gameplay optimizations while implementation of new features.
- Integrating WebRTC, Vivox for Video/Audio call feature in different games

Senior Unity Developer

Aarrsol Digital Pvt. Ltd. • Jaipur, Rajasthan
09/2023 - 03/2024
Responsibilities:

- Developing the core architecture for both unity and node.js using colyseus framework.
- Writing server side logics, Creating Rest API's along with MongoDB.
- Encrypt the connection from both frontend and backend.
- Testing and Debugging the applications over different platforms.

Senior Unity Developer

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

- Integrated Addressables, IAP, Localization, Firebase tools like - Firestore, Storage, Authentication, Messaging and Hosting. Handled Socket.IO & Colyseus for multiplayer.
- Experimenting with WebXR and Followed Design Patterns to write Decoupled code for different platform like - Android, IOS and Web.
- Interaction with Browser Scripting for Audio, Video and Screen Sharing using Jitsi over WebRTC on WebGL build.

- Helping juniors and solving the bugs in existing projects.
- Managed projects and worked as per client's requirement.

Unity Developer

Addonvision Infotech • Jaipur, Rajasthan
12/2019 - 07/2021
Responsibilities:
- Review project documentation and give timelines and resources until the project finalize.
- Write code from scratch or modify the existing code for In-House and client's project.
- Interaction with client on time for requirements, feedbacks and work-flows.

Unity Game Developer

HuriyaSoft Studios • Jaipur, Rajasthan
02/2018 - 02/2019
Responsibilities:
- Pitching a gaming idea and working on it from scratch.
- Creating, handling and optimizing previous games.

Education

B.Tech in Computer Science & Engineering

Global institute of technology • Jaipur, Rajasthan
05/2018
Graduated with Honours in Computer Science & Engineering affiliated with Rajasthan Technical University

Secondary and Senior Secondary

H.K.H Public School • Ajmer, Rajasthan
Graduated 03/2014
- Cleared 10th State Board with 66% in 2012.
- Cleared 12th State Board with 77% in 2014.

Languages

English, Hindi

Project History

TeenPatti Hangout ([Playstore](#))

- Developed a casino-based game for 2-5 players with Video call, Utilizing Colyseus for backend services and Node.js for REST APIs.
- Implemented MongoDB for database management and deployed the backend on Ubuntu cloud servers with horizontal scaling.
- Configured Nginx and Mongoose for server setup and maintenance.

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

- India's tradional 3D game collaborated KhoKho Federation of India. Integrated IAP, Firebase, and Google Play Games for authentication and leaderboards.
- Developed a 3D single-player mode with AI teammates, team selection (attack/defend), and polished VFX, post-processing, and animations.
- Implemented Inverse Kinematics (IK) for smooth, realistic bone movements and dynamic animations to enhance visual fidelity.

Headball ([Video](#)):

- Created a physics-based 2-player football game, focusing on network synchronization of physics components.
- Utilized Node.js and Colyseus framework in TypeScript for backend development.
- Implemented all callbacks and functionalities within Unity from scratch.

LudoSamrat ([Website](#)):

- Developed a real money-based Ludo game with various gaming modes using Photon for multiplayer network integration.

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

- Developed an endless surfing adventure game with with custom admin control to change the skins and configuration for enemies and app control.
- Used firebase authentication, firestore, messaging, storage, analytics, crashlytics and hosting. Integrated IAP, In-App-Update and deep linking.

TVS Motors:

- Designed a web-based 3D interactive solution for TVS Motors allowing users to interact with bike models in 360 degrees.
- Incorporated Web-AR technology and ensured scalability for native applications.

Novartis Virtual Campus:

- Built a web-based employee management and interaction solution allowing 3D avatar creation and task management.
- Implemented multi-floor campus layout with different departments and utilized Asset Bundle for scalability.

Akiro ([Playstore](#)):

- Developed a hyper-casual game featured on Google Playstore's Instant Play category.
- Integrated Google Play and Game Centre login, cloud save data, leaderboard, and rewarded ads for monetization.

Game-Point ([Playstore](#)):

- Created a collection of multiplayer games including Carrom, Soccer, Chess, and Connect4 with Photon server integration.
- Implemented in-app purchases for VIP membership and custom leaderboard for player progress tracking.

AR Drawing ([Video](#)):

- Developed an app allowing users to draw in real-world coordinates using Unity and ARFoundation.

AR Car ([Video](#)):

- Designed an augmented reality Android app spawning a car on detected plane ground with color customization and simulated driving experience.

RGB Led Strip Music Visualizer ([Video1](#) | [Video2](#)):

- Developed software utilizing Unity to visualize audio waves and spectrum on LED strips connected via Arduino.

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

- Implemented hand gesture control for triggering and following the gun using Leap Motion hardware and Unity engine to shoot the ducks.

Photobooth ([Video](#)):

- Developed an immersive technology photobooth application using Unity engine and DSLR camera integration.

Business/Visiting Card AR App ([Video](#)):

- Created an AR Android app displaying company details over a logo image with animations and buttons for easy contact.

Psychedelic Escape 2 ([Playstore](#)):
- Developed an Android game challenging players' minds with particle effects and beat detection using Unity and C#.

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