

DEEPAK SHARMA



Contact

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Skill Highlights

- Unity Engine
- .Net (C#), Object Oriented Programming
- UI / UX
- Rest Api Integration, Json Parsing & Serialization
- Socket.IO, SmartFoxServer
- Firebase Authentication and Messaging

Experience

Unity Game Developer - (Dec 2022 to Mar 2025)

Mobzway Technologies, Jaipur, Rajasthan

- Developed and maintained real-time multiplayer casino games in Unity (C#), including Teen Patti, Ludo, AB5 etc.
- Implemented multiplayer mechanics and secure server-client communication (REST, Socket.IO, SmartFoxServer) with optimized performance and error handling.

Unity Game Developer – (Feb 2022 to Nov 2019)

PFC Gaming, Jaipur, Rajasthan

- Completed a Unity game development internship, creating 2D and 3D games with gameplay mechanics, UI, animations, and physics, including projects inspired by Color Bump, Circle Jump, and Asiapoly.

Education

Master of Computer Application (July 2019 – Dec 2022)

UCCS & IT, University of Rajasthan, Jaipur, Rajasthan

Bachelor of Science (July 2015 – June 2018)

Seth Motilal P.G. College, Jhunjhunu, Rajasthan

Projects

- Worked on Casino Gaming Application Project at Mobzway Technologies, developed for Android devices with 15 mini-games(Teen Patti, Ludo, Wingo, AB5 etc.) [Play](#)
- Developed Asiapoly, a multiplayer board game inspired by Monopoly(supporting 2 to 4 players) at PFC Gaming. [Play](#)
- Built a personal open-world project in Unity using C#, implementing interactive systems for inspecting and collecting objects. Developed modular scripts, optimized event handling, and added UI feedback.
- Worked on several small-scale 2D and 3D games, exploring core mechanics and gameplay design.