

MONU KUMAVAT

Game Developer (Mobile | AR/VR | Desktop | Multiplayer)

Putney, London, UK

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🔗 Portfolio: <https://kumavatmonu.github.io>

🔗 [LinkedIn](#) | [GitHub](#) | [MyGames](#)

PROFESSIONAL SUMMARY

Unity Game Developer with 4+ years of professional experience building, optimizing, and supporting production mobile games. Proven experience working on live titles with **10M+ downloads**, **multiplayer systems**, and **performance-critical features**. Strong in Unity (C#), gameplay systems, profiling, backend integration, and live game updates. **Focused on shipping stable, scalable games — not just prototypes.**

PROFESSIONAL EXPERIENCE

Zapplogics Solutions — Game Developer

May 2022 – May 2023 | Bengaluru, India

- Optimised Unity and C++ gameplay systems across **22+** projects, improving runtime performance by **~25%** through profiling and memory optimisation.
- Designed and integrated multiplayer systems using **Photon SDK** and **Firebase**, supporting **10,000+** concurrent users with stable, low-latency gameplay.
- Reduced real-time data sync delays by **~40%** by improving server communication and data handling.
- Delivered **AR/VR** interactive applications, increasing user retention by **~25%** through performance tuning and immersive mechanics.
- Expanded platform reach via **WebGL** deployments, improving accessibility by **~15%** without sacrificing visual quality.
- Improved release reliability by **~30%** using **Plastic SCM** and **CI/CD** workflows for version control and builds.

CODESOFT INFOTECH — Game Developer

Dec 2018 – Apr 2022 | Surat, India (Hybrid)

- Contributed to development and live updates for **Bingo Free World** (10M+ downloads), improving player retention by **~20%** through backend API integration.
- Shipped **20+** hyper-casual mobile games, including *Helix Ball Drop*, delivering stable performance across a wide range of devices.
- Improved game performance and stability by **~30%** using **Unity Profiler**, **object pooling**, and **memory management** techniques.
- Implemented AI behaviour and pathfinding using Unity **NavMesh**, improving **NPC** realism and gameplay flow.
- Built cinematic gameplay moments using **Cinemachine**, enhancing player engagement.
- Collaborated cross-functionally using agile **tools** (Trello, Monday, Slack) to reduce delivery timelines by **~15%**.
- Managed source control and automated builds using **Bitbucket** pipelines, ensuring reliable deployments.

EDUCATION

Kingston University, London, UK

MSc – Game Development Programming | Sep 2023 – Sep 2024

KC College, India

BSc – Computer Science | 2017 – 2020

PROJECTS HIGHLIGHTS

- VR Space Shooter: <https://bit.ly/3W158Xk>
- Squid Game: <https://bit.ly/4fFhcoz>
- Chase Me Down: <https://bit.ly/4fj9v7O>
- Double Run: <https://bit.ly/4ffJ1Ed>
- Fruit Fighter: <https://bit.ly/4hBNbrO>
- Block & Hoop: <https://bit.ly/3NYTbND>
- TengoBlitz: <https://bit.ly/4fGtvRT>
- AI Quiz Game: <https://bit.ly/3DDpcJn>
- 2DRPG Blockchain: <https://bit.ly/4gAss6T>
- Memory Lane: <https://bit.ly/403aVNy>

TECHNICAL SKILLS

Core:

- Unity (C#), Mobile Game Development (Android / iOS), AR/VR Development, Desktop Development

Multiplayer & Backend:

- Photon, Firebase, REST APIs, PhPMyAdmin, MySql

Performance & Systems:

- Unity Profiler, Object Pooling, Memory Optimisation

Gameplay & Visuals:

- AI & Pathfinding (NavMesh), Cinemachine, Shader Graph

Tools & Version Control:

- Git, GitHub, Bitbucket, Plastic SCM, Monday, Trello, Slack

CERTIFICATION

- Master Unity by Building 6 Fully Featured Games — Udemy
- Unity Game Development: Create 2D & 3D Games with C# — Udemy