

LOVA RAJESH CHAVAKULA

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PROFESSIONAL SUMMARY

Lead Unity Developer with 15+ years of experience designing and shipping mobile, PC, and console games. Expert in Unity C#, multiplayer frameworks (Photon, Mirror), LiveOps pipelines, and scalable architecture. Proven record delivering award-winning titles and leading high-performing teams.

CORE SKILLS

- Programming: C#, C++, Java, JavaScript
- Game Engines: Unity (2D/3D, URP, Addressables, ECS/DOTS)
- Networking: Photon, Mirror, Custom MMO Frameworks
- Platforms: iOS, Android, Windows, Mac, Steam, WebGL
- Tools & Tech: Git, Jira, Xcode, Visual Studio, Jenkins, CI/CD
- Other: Analytics & Monetization SDKs, LiveOps Systems, Agile / Scrum

CAREER HIGHLIGHTS

- Expanded StarChef player base by 60% by leading full Unity port from native iOS, enabling cross-platform Android release.
- Improved performance by up to 40% across multiple mobile titles through systemic optimization and refactoring.
- Directed technical delivery for PAC-MAN, School of Dragons, and Maya the Bee: Flower Party, enhancing stability and player experience for millions.
- Mentored and managed teams of 4–8 developers, standardizing workflows and code architecture.
- Integrated monetization SDKs and analytics systems boosting ad revenue and retention metrics.

PROFESSIONAL EXPERIENCE

SuperGaming – Pune, India

Lead Game Developer | Apr 2020 – Feb 2025

- Led development of multiple Unity-based mobile titles for iOS and Android, overseeing architecture, optimization, and deployment.
- Created reusable gameplay frameworks reducing feature development time by 35%.
- Improved runtime stability and frame rate across devices, cutting crash rate by ~50%.

- Mentored five developers and implemented code standards for maintainable systems.
- Integrated Ads, Analytics, and LiveOps SDKs, improving user engagement and monetization.

JumpStart Games – Bangalore, India

Senior Software Engineer | Dec 2016 – Mar 2020

- Developed cross-platform features for School of Dragons MMO with 500K+ daily active users.
- Delivered frequent live updates with zero regression via modular gameplay scripting.
- Enhanced multiplayer sync and backend efficiency, reducing latency by 25% on mobile networks.
- Collaborated with global product and QA teams to support continuous live-ops releases.

99Games – Udupi, India

Lead Game Developer | May 2015 – Nov 2016

- Led Unity migration of StarChef, enabling Android expansion and future console readiness.
- Managed a six-member team implementing features, UI systems, and monetization loops.
- Introduced pipeline optimizations reducing build iteration times by 40%.

Digit88 Technologies – Bangalore, India

Senior Game Programmer | Sept 2014 – Apr 2015

- Built high-performance mobile games for iOS and Android using Unity and custom toolchains.
- Focused on frame-rate stability and optimized draw calls to support low-end devices.

Dhruva Interactive – Bangalore, India

Senior Game Programmer | Dec 2011 – Sept 2014

- Core team member for Maya the Bee: Flower Party, contributing from concept to full release.
- Implemented gameplay systems and collaborated with art/design teams for cohesive experience.
- Optimized performance across Android, iOS, Microsoft, Yandex, and Amazon devices.
- Maya the Bee: Flower Party reached #1 in Kids category in 70+ countries.
- Developed and maintained multiple mobile titles and coordinated with international publishers to deliver quality updates.

Version2Games – Hyderabad, India

Mobile Game Developer | Oct 2010 – Nov 2011

- Solo-developed iOS versions of PS3 titles and indie projects, focusing on performance and gameplay parity.

Vimukti Technologies – Hyderabad, India

Software Developer | Feb 2010 – Oct 2010

- Built mobile applications for Symbian, Blackberry, and iOS.

KEY PROJECTS

- PAC-MAN (Unity, iOS/Android) – Enhanced and optimized mobile adaptation. Increased stability across 2M+ installs.
- School of Dragons (Unity MMO) – Added live-ops, multiplayer sync, and progression systems. Supported 500K+ DAU.
- StarChef (Unity, iOS/Android) – Led Unity port and cross-platform release. Expanded reach by 60% and improved build speed 40%.
- Maya the Bee: Flower Party (Unity) – Implemented major gameplay systems, cross-team collaboration, and device optimization. Achieved #1 Kids ranking in 70+ countries.

EDUCATION

Bachelor of Technology (B.Tech) – Electronics and Communication Engineering
Gayatri Vidya Parishad College of Engineering, Visakhapatnam | 2004 – 2008

ADDITIONAL INFORMATION

- Experienced in remote collaboration, Agile development, and multi-platform pipelines.
- Exploring Unity 6 ECS/DOTS, multiplayer backends, and AI-assisted workflows.
- Passionate about developing scalable, performant, and player-focused gaming experiences.