

Monica Patel

(She/Her)

Unity Game developer

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- LinkedIn
- Portfolio

Objective

Creative and detail-oriented Unity Game Developer with 4+ years of experience in **Unity3D**, specializing in **gameplay systems**, **game-feel enhancements**, and **code-driven motion** for mobile games. Passionate about crafting visually appealing and responsive experiences, collaborating closely with artists and designers, and iterating quickly based on player feedback — especially for games that inspire and delight users.

Education

Bachelors In Information Technology

M.B.I.C.T

Apr 2018 | Gujarat, India

GPA – 9.19 SPI

Ontario College Graduate Certificate in Artificial Intelligence and Data Science

Loyalist College in Toronto

May 2023 – Dec 2024 | Toronto, Ontario

Technical Skills

Unity | OOP concept |
Source Control (Git) | SQL |
Data Structures and Algorithms
| Game design |
Multiplayer concept |
Optimization

Core Skills

Critical Thinking |
TeamWork | Multi-Tasking |
Problem-solving |
Time Management |
Communication skill

Professional Experience

Game developer

FacialStats AI

Jan 2024 – Oct 2025 | Vaughan, Canada

- Developed and optimized the **Sports Game**, enhancing **2D gameplay mechanics** and user engagement.
- Collaborated with cross-functional teams to design new features and improve **UI/UX** using **Unity Localization**.
- Deployed mobile games on **iOS and Android** with platform-specific optimizations for high performance.
- Diagnosed and resolved hardware-software interaction bugs and communication issues using **debugging tools** and **reverse engineering** techniques.
- Managed version control with **Git**, ensuring streamlined collaboration and code integrity.
- Implemented **in-app purchases** and **subscription models** using **Unity IAP** for mobile platforms (iOS & Android).

Unity Developer

NMS Games Developer

Feb 2022 – Oct 2022 | Delhi, India

- Proficiently utilized Unity Software to create Casino games like **Rummy Star** and **Bigwin**.
- Acquired and implemented **API integration** skills using socket and Rest API, enhancing project functionalities and technical versatility.
- Demonstrated **leadership** qualities by conducting technical interviews for new game developer candidates and successfully leading project teams while **mentoring** junior developers.
- Cultivated a collaborative environment fostering teamwork, innovation, and successful project outcomes through reverse engineering techniques.

Unity Developer

Ieko Media LLC Company

Apr 2021 – Feb 2022 | Texas, USA

- Mastered shader graph fundamentals and implemented them in projects, including a **3D car racing** game developed in Unity, featuring **multiplayer** functionality through Photon plugin integration.
- Collaborated with backend engineers to integrate **Photon SDK** and manage networking layers using multithreading and real-time data sync techniques.
- Demonstrated adeptness in remote Unity game development, exhibiting autonomy, effective communication, and timely task delivery.
- Showcased adaptability and strong technical coding skills while working remotely, emphasizing expertise in Unity game development.

Game Developer

Invisible Fiction

May 2019 – May 2021 | Gujarat, India

- Started as Junior Game Developer, mastering Unity3D and third-party SDKs while refining **C#** and **OOP skills**.
- Led full software lifecycle from concept to Play Store and App Store, designing, implementing game structures, UI, animations, and plugin integration.
- Developed diverse games (**2D, 3D, FPS, TPS**) for Mobile, PC, WebGL, and Facebook, exploring AR, native plugins, and collaborating on level design.
- Excelled in game programming, encompassing development, troubleshooting, and effective project management.