

NAMRUTHA GUDE

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SUMMARY

Unity Developer with **3.5 years of professional experience** in creating and optimizing engaging **2D and 3D games for mobile and PC platforms**. Expert in **C# and Unity Engine**, with proven success in building multiplayer systems using **Photon Fusion** and **Photon PUN**. Skilled in **Firebase** for real-time databases, authentication, and cloud storage.

Recognized for delivering **high-performance gameplay, polished UI/UX**, and maintaining **on-time project delivery**. Passionate about developing innovative gameplay mechanics and collaborating with creative teams. In addition to development, I also **teach Unity game development through one-to-one part-time mentoring**, helping students learn practical game development workflows.

Currently seeking **freelance, part-time, or long-term opportunities** to contribute to dynamic Unity projects and deliver high-quality game experiences.

TECHNICAL SKILLS

Game Engines: Unity (2D, 3D, Mobile, PC), Construct3

Programming: C#, Python, JavaScript (basic)

Multiplayer: Photon Fusion, Photon Pun, Netcode, Unity Lobby

Backend: Firebase (Auth, Storage, Realtime DB, Functions), MySQL

Tools & Plugins: Git, Asset Bundles, Dotween, Mobile Notifications, IAP, Ads Integration

Other: UI/UX design and implementation, performance optimization

EXPERIENCE

Unity Developer | Freelance | Sep 2025 - Present

- Successfully converted a complete single-player PC game to multiplayer within one week, ensuring full feature parity and stable network synchronization.

Project: [Laser Tanks \(Steam\)](#)

- Delivered the MVP of a Coloring Book Game for a Russian client and prepared it for release on Yandex Games within just 10 days, including localization and performance optimization.

Project: [Coloring Book \(Yandex Games\)](#)

- Actively seeking long-term freelance or remote Unity development opportunities, focusing on multiplayer systems, performance optimization, and rapid prototyping.

Unity Developer | Unikh Games | Jul 2023 – Aug 2025

- Spearheaded development of published title **Soccer Fan**, achieving smooth performance across Android and WebGL.
- Engineered **real-time multiplayer** using **Photon Fusion** and **Pun**, ensuring seamless online gameplay.
- Integrated **Firebase services** (authentication, database, analytics) to boost engagement and retention.
- Collaborated closely with designers and artists to deliver **intuitive UI/UX** and **optimized gameplay systems**.
- Identified and resolved **performance bottlenecks**, significantly improving frame rates and reducing crashes.

Unity Developer Intern | Digamend Technologies | May 2022 - May 2023

- Implemented **ScriptableObjects**, **PlayerPrefs**, and **runtime AssetBundles** for scalable systems.
- Developed **real-time features** with **Firebase Database**, **Storage**, and **Functions**.
- Enhanced animations and feedback loops using **MMFeedbacks** to improve player experience.
- Assisted in debugging and testing for smooth project releases.

PROJECTS

Soccer Fan

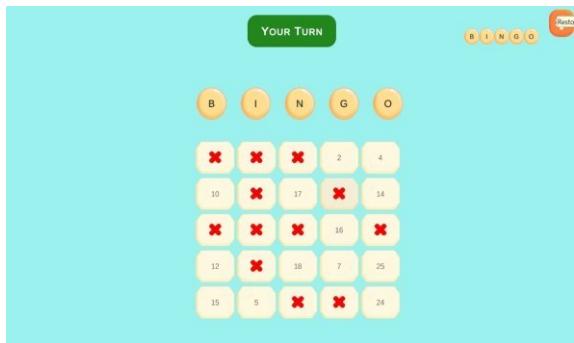


Published **Multiplayer Soccer Game** on Google Play.

- Developed **core gameplay mechanics** (dribbling, passing, shooting).
- Integrated **real-time multiplayer** using **Photon Fusion & Pun**.
- Designed **intuitive UI/UX** for competitive matches.
- Optimized for **Android devices** ensuring stable frame rates.

[Play Here](#): Google Play

BINGO



Multiplayer + AI Strategy Game.

- Created **5x5 grid logic** with **BINGO tracking system**.
- Designed **AI opponent logic** alongside **multiplayer gameplay**.
- Implemented **clean UI** to enhance accessibility and fun.

[Play Here](#): itch.io

Burnt Fortune



Adventure-based Mobile Game.

- Designed **wave-based enemy spawning** and survival loop.
- Developed **power-ups** such as **Move Fast** and **Freeze Time**.
- Built **progression mechanics** to maintain player engagement.

[Play Here](#): itch.io

Glitch of the Dead



Endless Zombie Survival Game.

- Developed **random spawning** and **speed progression** systems.
- Integrated **leaderboards** to foster competitive play.
- Designed a **neon glitch-style UI** for unique visual identity.

[Play Here](#): itch.io

EDUCATION

B.Tech in Computer Science and Engineering — 2019 - 2023

Graduated from **Bapatla Engineering College**, Andhra Pradesh with strong academic performance. Focused on **software engineering**, **databases**, and **computer systems**. Recipient of **Kakathiya Merit Scholarship**.
