NENSI MULANI

CONTACT

📍 *Surat, Gujarat, India*

✉ *nencymulani@gmail.com*

📞 +91 *93280 65007*

in Nency Mulani

EDUCATION AND TRAINING

07/2023

Bachelor's in Computer Application - Information and Technology

Swarmim Startup & Innovation University
Gandhinagar, Gujarat

10/2022

Master's in Game Development - Game Development

Red and White Multimedia Education
Surat, Gujarat

SKILLS

- C, C++, C#..
- Unity Game Development
- Multiplayer - Socket.IO
- Problem-Solving
- Team Collaboration
- Version Control (Git…)

LANGUAGES

Gujarati: First Language

English: Advanced (Cl)

Hindi: Upper Intermediate (B2)

SUMMARY

Unity game developer with expertise in multiplayer and real-money gaming, holds a master's in game development, combining academic knowledge with practical skills with problem solving mind. I am eager to contribute to dynamic game development initiatives, actively seeking opportunities to be a valuable asset to a forward-thinking team.

EXPERIENCE

Unity Game Developer (2 Years)
Artoon Solutions Private Limited **|** Surat, India

- Developed C# scripts to create game logic and mechanics in Unity.
- Utilized version control systems such as GitHub to manage source code changes.
- Developed virtual money and real money multiplayer games.

PROJECTS

Chess (♚ ♞ ♟)

- Crafted an immersive multiplayer chess game in Unity with socket.io, enabling real-time strategic battles and seamless player communication. My commitment is evident in merging technical skills with classic board game intricacies for socially connected and enjoyable multiplayer experiences.

Rummy (♠ ♥ ♦ ♣)

- Developed an immersive multiplayer Rummy game utilizing Unity and socket.io, offering players the thrill of competing in various modes such as pool, point, and deal. Implemented intricate gameplay features to facilitate real-time interactions and strategic decision-making, enriching the gaming experience. This project showcases my dedication to merging technical proficiency with the complexities of card games, delivering engaging multiplayer experiences across different modes.

Bingo (🎱)

- Created an engaging multiplayer Bingo game using Unity and socket.io, providing players with an entertaining and social gaming experience. Implemented features for real-time communication and collaboration among participants, infusing dynamism into the traditional Bingo gameplay. This project underscores my commitment to merging technical expertise with the social aspects of gaming, delivering a seamless and enjoyable multiplayer Bingo experience.

Tonk (♠ ♥ ♦ ♣)

- Proficiently engineered a multiplayer Tong card game leveraging Unity game engine and Socket.IO, incorporating sophisticated client-server communication protocols. Demonstrated adeptness in both game development and network programming, resulting in a polished project showcasing technical prowess and a deep understanding of game design principles. Implemented robust features to ensure scalability, reliability, and a high level of user satisfaction.