Manish Jha *Senior Unity Developer*

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Professional Summary

Innovative and results-driven **Senior Unity Developer** with 6+ years of experience designing scalable game systems, multiplayer mechanics, and performance-optimized gameplay. Expert in **Unity, C#, DOTS/ECS**, and real-time networking frameworks, with proven experience building **multiplayer shooters, MOBA, and NFT-based games**. Skilled in **profiling, backend integration, and live-ops systems**, delivering immersive experiences across mobile, PC, and blockchain platforms. Adept at reducing load times, optimizing memory and CPU usage, and leading cross-functional teams to ship high-quality products.

Skills

Programming & Architecture ● ● ● ● ●
C# • C++ • JavaScript • React • GDScript • OOP • DOTS/ECS • Data-Oriented Design • Modular Systems • Design Patterns

Game Development & Systems ● ● ● ● ○
Gameplay Mechanics • AI • Physics • Animation • State Machines • Event Systems • Input Handling • Camera Systems

Networking & Multiplayer ● ● ● ● ●
Photon Fusion • Unity Netcode • Server-Client Architecture • Lag Compensation • Predictive Movement • Hit Registration • Matchmaking • Live-Ops Integration

Performance & Optimization ● ● ● ● ●
Memory & CPU Profiling • Burst Compiler • Jobs System • Object Pooling • Async Loading • Draw Call Reduction • Build Size Reduction

Tools & Platforms: ● ● ● ● ●
Unity • Unreal • Godot • PlayFab • AccelByte • Firebase • AWS (EC2, S3, Lambda) • Docker • Kubernetes • Unity Cloud Build • Git • UVC • Jira • Confluence

Core Competencies ● ● ● ● ●
Problem Solving • Critical Thinking • Time Management • Team Management • Adaptability • Communication

Professional Experience

09/2024 – 08/2025
Gurgaon

Software Developer (SDE-2)
Passion Gaming Pvt. Ltd.
- Architected core socket and API communication systems using **Cloud Content**, **Addressables**, and **Server-Client Architecture**.
- Built internal **development pipelines and profiling tools**, reducing iteration cycles and improving asset management efficiency.
- Implemented **performance tuning** and **memory profiling** for UI and network modules, enhancing responsiveness by **20%** across devices.
- Collaborated on **backend integration** and **live-ops systems**, improving scalability and stability under concurrent user load.

Tech: Unity • C# • Socket.IO • Addressables • Cloud Content • PlayFab • Git • Profiler

02/2023 – 09/2024
Ranchi

Team Lead – Game Development
SwordField Technologies
- Directed end-to-end development of **multiplayer NFT titles** — *Warland Realm* and *Underground Waifus* — across **Steam**, **Epic**, and **Android**, achieving **5K+ downloads** in one month.
- Engineered **MOBA and Battle Royale systems** with **lag compensation**, **predictive movement**, and **server-side hit registration**, improving gameplay fairness and engagement by **50%**.
- Integrated **Blockchain-based play-to-earn** mechanics with **secure data replication** and **matchmaking systems**.

- Led optimization and **profiling initiatives** using **DOTS/ECS** and **Unity Profiler**, reducing load times by **75%**.

Tech: Unity • C# • Photon Fusion • Blockchain • Netcode • DOTS/ECS • Jenkins • Docker • Kubernetes

03/2021 – 02/2023 Noida	**Game Developer** *TechBeliever Pvt. Ltd.*

- Developed **Multiplayer Ludo, Chess, and Court Piece** games for *Khiladi Adda*, reaching **500K+ downloads** and improving user engagement by **70%**.
- Designed **Real-Time Synchronization** systems using **Photon** and **Socket.IO** ⃗ , ensuring smooth cross-platform connectivity and minimal latency.
- Optimized **Client-Server Logic**, UI flow, and **Asset Streaming**, reducing network payload and improving frame stability.

Tech: Unity • Photon • Socket.IO • Firebase • Google SDK • AdMob • PlayFab

07/2020 – 03/2021 New Delhi	**Game Developer** *PinkTech Design Pvt. Ltd.*

- Developed *Beat Killer*, a **3D rhythm-based single-player game**, achieving **50K+ downloads** within six months on Google Play.
- Conducted **gameplay analytics** and **demographic research** to refine player interaction loops, increasing satisfaction scores by **50%**.
- Applied **OOP architecture patterns** and **event-driven systems** for scalable gameplay logic. **Tech:** Unity • C# • Firebase • Google SDK • AdMob

Education

2020	**Arunachal University** *Bachelor's Degree in Computer Science*
2016	**High School Diploma** *SOS Hermann Gmeiner School*

Achievements / Highlights

- Designed and implemented **robust multiplayer architectures** leveraging Socket.IO, Photon Fusion, and Netcode for Entities, ensuring real-time synchronization, lag compensation, and secure gameplay for competitive and real-money/NFT games.
- Developed **advanced character controllers with procedural animations and IK**, integrating DOTS and Jobs Systems for scalable, high-performance multiplayer simulations.
- Integrated **backend services for matchmaking, player progression, and live-ops**, enabling secure, scalable, and highly responsive multiplayer experiences across mobile and PC platforms.

Technical Tools & Platforms

Unity Engine • Unreal Engine • Godot • Photon Fusion • Unity Netcode • Mirror
PlayFab • AccelByte • Firebase • AWS (EC2, S3, Lambda) • Azure PlayFab Services
Docker • Kubernetes • Jenkins • Unity Cloud Build • CI/CD Pipelines
Shader Graph • HLSL • URP/HDRP • OpenGL • DirectX
Git • Unity Version Control (UVC) • Perforce (P4) • Jira • Confluence • SourceTree
Android SDK • Xcode • Visual Studio • Rider • VS Code