Manish Savaliya

Game Developer (Unity)

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Skills & Tech

- Game Development (Unity, C#)
- Gameplay Programming & Systems Design
- AI, Animation & Game Physics
- Particle Systems & Shader Graph
- Multiplayer (Photon, Socket.IO)
- UI/UX Implementation & Level Design
- Asset Bundles, Addressables & Pipelines
- Profiling, Debugging & Optimization
- Monetization (IAP & Ads)
- Version Control (GitHub, Plastic SCM)
- Team Collaboration & Leadership

Technical Stack

Unity · GitHub · Plastic SCM · VS Code · Rider · Cursor · Blender · Photoshop · Illustrator · Figma · Trello · Firebase · Unity Analytics · Ads SDKs · Gradle · Xcode · Android Studio

Education

MCA, Dept. of Computer Science, Saurashtra University, Rajkot (2016)

BCA, Harivandana College, Saurashtra University, Rajkot (2014)

HSC, Gujarat Board (2011)

Industry Engagement

- Represented Narqubis Games at IGDC 2024 (Hyderabad), showcasing *Narqubis* and networking with publishers & studios.
- Organized esports tournaments at Marwadi University and Darshan College (Rajkot).

Professional Summary

Experienced Unity Game Developer specializing in gameplay systems, AI, multiplayer, and optimization for mobile and PC platforms. Focused on delivering smooth, scalable, and engaging player experiences through clean architecture and technical creativity.

Experience

Narqubis Games Private Limited : Sr. Unity Developer

July 2024 – Present

- Developed **Narqubis – Mini Battle Royale**, a fast-paced multiplayer shooter with dynamic maps, player progression, and competitive game modes.
- Implemented matchmaking, core loops, and multiplayer systems with Photon and Socket.IO.
- Created and optimized shooting mechanics, AI enemies, and player controls.
- Designed intuitive UI/UX for menus, loadouts, and player feedback systems.
- Integrated analytics, IAP, and Ads SDKs for live-ops and monetization balance.

Freebird App Studio LLP : Unity Developer

July 2016 – June 2023

- Developed and maintained multiple commercial mobile games from concept to launch, focusing on engaging gameplay, performance, and seamless live-ops support.
- Built and optimized core gameplay systems, tools, and live-ops frameworks across 2D and 3D projects, ensuring scalable, high-performance builds.
- Integrated Firebase, analytics, Asset Bundles & Addressables, and store SDKs for release automation and continuous updates.
- Implemented monetization systems (IAP & Ads) and remote configuration to support feature iteration and data-driven balancing.

> **Flagship Project: Narqubis** A third-person shooter with Story & Multiplayer modes featuring AI combat, battle royale systems, and progression. Reached **100K+ downloads** with an active community through in-game events and tournaments.

Selected Projects

- **Narqubis Match 3** — Match-3 puzzle
- **Teen Patti, Poker & Roulette** — Social casino systems
- **Master Of Gin Rummy** — Card game
- **Modulars For You Kitchen** — Kitchen Simulation
- **Cribbage Solitaire** — Card game

Knife Hit · **Sudoku** · **Uno Space** · **Matches Puzzle** · **Nuts About Notes** · **Kids ABC & Numbers** · **Pipe Out** · **Panch Out** · **BubQuest** · **Color Point** · **Car Bump 3D** · **Forgotten Heroes** · **Traffic Car** · **Loaded Runner** · **Bible Wars** · **Striker Board** · **Mailbox Money** · **StatusQ**

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