

# Sunil Pargi

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## Profile

Self-taught Unity developer with a passion for creating immersive gaming experiences. With 2 years of hands-on work experience. In addition, I also have knowledge in full-stack web development using the MERN (MongoDB, Express.js, React.js, Node.js) stack, further expanding my capabilities to create interactive and engaging web applications

## Skills

- **Programming Languages:** [C#] [Intermediate], [C, HTML, CSS, jQuery, Vanilla JavaScript, C++, Java] [Beginner]
- **Game Engines:** [Unity] [Intermediate]
- **Version Control:** [GitHub, SourceTree, Gitlab] [Intermediate], Git [Intermediate]
- **Programming Design patterns:** Singleton, Object pooling, MVC, Observer, State

## Experience

**Junior Unity Developer (Full Time Remote)**  
**Godspeed Games, Pune (June 2022 - Present)**

### Dancing With Stars (Android/iOS)

- Maintained cross-platform game for Android and iOS.
- Upgraded plugins, improved performance and gameplay.
- Collaborated with teams to resolve bugs.
- Published game on Google Play Store and Apple App Store.

### Lacuna (IOS)

- Developed and optimized the iOS game "Lacuna" for iPhones and iPads.
- Resolved bugs and improved gameplay.
- Published "Lacuna" on the App Store.

### Godspeed Cricket League (Android/iOS)

- Released the game on the App Store, reaching a wider audience
- Added a tournament feature for increased player engagement.
- Optimized the game for iOS devices.
- Implemented secure in-app purchases.
- Collaborated with the team for project alignment.

### **Bazaar Walk (Android) -**

- a fitness game that motivates users to take more steps using pedometer sensors, unlocking new game sections based on step count. Responsibilities include cross-platform development for Android, integrating Google's REST API for step data, and leveraging Firebase SDK for real-time synchronization

**Unity Developer Intern (Full-Time Remote)-  
Xansr Technologies Private Limited, Hyderabad (Feb 2022 - June 2022)**

**Ludo Smash (Android and iOS):**

- Fixed bugs and improved game stability.
- Implemented key gameplay features, including a visual hint system.

**Multiplayer Practice Project (Android):**

- Contributed to server programming and backend infrastructure.
- Enabled seamless communication between Unity client and Nakama server.
- Enhanced multiplayer interactions for a smoother gaming experience.

**Unity Developer Intern (Full-Time office)  
Mobicloud Technologies Private Limited, Pune (Dec 2021- Jan 2022)**

**Classic Solitaire (Android):**

- Improved gameplay experience by enhancing level difficulty settings and implementing a scoring system.
- Designed a user-friendly main menu screen for easy navigation.
- Ensured smooth transitions between game screens for an improved user experience.
- Implemented Firebase SDK for analytics and user engagement.
- Successfully integrated Iron Source and Google Ad Mob for advertising, increasing project revenue.

**Personal Projects**

- [Portfolio Link](#)

**Education**

- **B. TECH IN COMPUTER SCIENCE & ENGINEERING | NATIONAL INSTITUTE OF TECHNOLOGY, NAGALAND| 2017 - 2021**