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 and worked on successfully published 5-6 engaging games on the Play Store and App Store . 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 games for Android and iOS.

- Upgraded plugins, improved performance and gameplay.

- Collaborated with teams to resolve bugs.

- Published games 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 AdMob for advertising, increasing project revenue.

**Personal Projects**

- Portfolio Link

**Education**

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

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