

CONTACTS



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Surat, Gujarat, IN

[iamparthvaghani](#)

SKILLS

- ❖ **Game Development**
Unity, C#
- ❖ **Physics & Mechanics**
Rigid body, Collisions, Object Movement
- ❖ **Animations**
Do-Tween, Spline, Animator Controller, Animation Curves
- ❖ **UI/UX**
Unity UI, Canvas, Responsive Design
- ❖ **2D & 3D Development**
Sprite Management, 3D Modeling Basics, Shader Graph
- ❖ **Monetization & Integration**
Many SDKs, Google Play & App Store Publishing
- ❖ **Level Design**
Custom Level Editors, Grid-Based Systems, Procedural Generation
- ❖ **Optimization**
Performance Tuning, Memory Management, Object Pooling
- ❖ **Version Control**
Git
- ❖ **Third-Party SDKs**
Ads, Analytics
- ❖ **IDE**
Rider, Visual Studio

Other than Gaming

Photoshop
Sentry
Figma
Jira
Python
Web-Development (JS, CSS, HTML, PHP)
Database & Backend
Debugging
Testing

GAME DEVELOPER

I'm a passionate **Unity Game Developer** who loves bringing ideas to life through interactive and engaging gameplay. With hands-on experience in **2D/3D game mechanics, animations, UI, and logic development**, I specialize in making smooth and dynamic player experiences.

I've worked on various game features, including **milestone sliders, scriptable objects, level editors, animated objects, and many life/lives systems, popups, screens**. I enjoy tackling complex challenges, optimizing performance, and ensuring seamless gameplay. Using **Unity, C#, and Do-Tween**, I create polished animations and responsive interactions that enhance the player's journey, currently working as **freelancer**.

I'm always excited to build immersive gaming experiences and push creative boundaries! 🚀 🎮

EDUCATION

COMPUTER SCIENCE & ENGINEERING, GMIT - GTU

2016 – 2020

WORK HISTORY

SR. UNITY DEVELOPER

Apr 21 - Present

MOUSETAP, LLC

Develop and maintain Android, IOS game for revenue generation in Google Play and AppStore with voodoo integration.

<https://www.mousetap.com>

JR. UNITY DEVELOPER

2020 - 2021

BVM INFOTECH

worked on casual and indie games, handling physics, animations, and both 2D & 3D gameplay. I also contributed to client projects for SIFO-DYAS, which has multiple published games.

GAMES

Mouse-Tap – IOS -> <https://apps.apple.com/us/developer/mousetap-ltd/id1714251771>

Mouse-Tap – Android -> <https://play.google.com/store/apps/dev?id=6350068639144431050>

Sifo Dyas -> <https://apkpure.net/developer/Sifo-Dyas>

Luci Smart Finance -> <https://joinluci.com>

Bear Addictive Games -> <https://play.google.com/store/apps/developer?id=Bear%27s+Addictive+Games>

Jester Master (Balatro Android Version)

Idle Garden (Idle Play)

Many Other....