

Mohit Vaghela

Sr. Unity Developer

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Hello, I'm Mohit Vaghela, a Senior Game Developer with 8+ years of experience in Unity, specializing in **gameplay systems, performance optimization**, and delivering smooth player experiences across **mobile and PC**.

SKILLS

Programming

- Game development in Unity.
- C# / C++ gameplay programming & optimization
- AI, animation, physics, and system integration
- UI/UX implementation and interactive menus
- Multiplayer and real-time features
- Profiling, debugging, and performance tuning
- Close collaboration with art & design teams

Level Design

- Level layout & blockouts: crafting engaging, playable spaces with clear flow.
- Combat encounters & pacing: designing challenges that feel balanced and dynamic.
- Cinematic & event scripting: creating immersive story-driven moments.
- Game system integration: ensuring levels complement overall mechanics.

Leadership

- Mentored junior developers & designers to enhance team performance.
- Led projects from concept to launch across multiple platforms.
- Coordinated cross-functional teams for aligned vision and execution.
- Talent recruiting, hiring, and team building.
- Oversaw gameplay direction, system design, and iterative playtests.
- Streamlined development workflows and optimized pipelines.

Software

- Visual Studio, Cursor, Plastic SCM, Github
- Adobe Photoshop
- Figma, Trello

EDUCATION

- **MSc IT & CA** at Department of Computer Science, Rajkot
- **PGDCA** at Kamani Science & Prataprai Arts College, Amreli
- **B.Com** at K.K.Parekh commerce college, Amreli

Graduated 2016

Graduated 2014

Graduated 2013

EXPERIENCE

Narqubis Games Private Limited, Sr. Unity Developer

Jan 2023 – present

- **NARQUBIS - Mini Battle royale**
 - Led a cross-functional team of developers, UI artists, and 3D artists, guiding design and implementation.
 - Created enemy AI behaviors for dynamic and challenging gameplay.
 - Designed story-driven levels with engaging pacing and environmental storytelling.
 - Developed blockouts for Deathmatch maps, optimizing flow and player engagement.
 - Improved core systems including gun mechanics and player clothing systems.
 - Monitored player analytics and FTUE metrics, iterating designs based on data-driven insights.
 - Collaborated with cross-functional teams to implement and polish gameplay features.
- **NARQUBIS - Match 3**
 - Led project management and team coordination, overseeing developers, UI artists, and 3D artists.
 - Implemented UI/UX, ensuring smooth player experience and intuitive interactions.
 - Enhanced particle effects and visual feedback to make gameplay more engaging and dynamic.
 - Managed cross-functional collaboration, aligning art, design, and development for seamless execution.

Freebird App Studio LLP, Unity Developer

2016 – 2022

- **HUNGER FEED – Match-3 Puzzle Game**
 - Developed core gameplay scripts for match-3 mechanics, power-ups, and reward systems.
 - Designed and implemented UI/UX, creating intuitive menus, HUDs, and interactive feedback.
 - Collaborated with artists and designers to integrate animations, particle effects, and visual polish.
- **CAR BUMP 3D – 3D Casual Game**
 - Developed core gameplay scripts for car movement, bump mechanics, and obstacle interactions.
 - Designed and implemented levels, creating challenging yet fun obstacle layouts and progression.
 - Optimized physics-based gameplay, ensuring smooth, responsive, and satisfying player control.
 - Collaborated with designers and artists to integrate visuals, level flow, and overall game polish.
- **TRAFFIC CAR – Driving Game**
 - Developed core gameplay scripts for vehicle controls, traffic interactions, and coin collection systems.
 - Designed and implemented levels, creating diverse traffic patterns and progressively challenging scenarios.
 - Optimized gameplay mechanics, ensuring smooth vehicle movement and responsive controls.
 - Collaborated with designers and artists to integrate visuals, level flow, and overall game polish.
- **COIN GRID - 3D Platformer**
 - Developed core gameplay scripts for character movement, jumping mechanics, collectibles, and hazards.
 - Designed and implemented levels, creating engaging platform layouts with varied challenges and pacing.
 - Optimized gameplay systems, ensuring smooth performance and responsive player controls.
 - Collaborated with artists and designers to integrate visuals, rewards, and environment interactions for an immersive experience.
- **LOADED SHOOTER – 2D Side-Scrolling Run-and-Gun**
 - Developed core gameplay scripts for player controls, enemy AI, weapons, and combat mechanics.
 - Designed and implemented levels, creating engaging layouts with varied enemy waves, obstacles, and pacing.
 - Optimized gameplay systems, ensuring smooth performance, responsive controls, and balanced combat.
 - Collaborated with artists and designers to integrate visuals, scoring systems, and environmental polish.

- **TEEN PATTI, POKER & ROULETTE – Social Casino App**
 - Developed core Roulette gameplay scripts, including wheel mechanics, betting logic, and outcome handling.
 - Implemented real-time multiplayer socket events, managing player interactions, bets, and game state synchronization.
 - Integrated UI and animations with backend systems for seamless, responsive gameplay.
 - Optimized systems for performance and accuracy, ensuring smooth multiplayer experience across devices.
- **LIVE MATH COMPETITIONS & LEAGUE – Educational & Competitive Platform**
 - Led project management, overseeing development schedules, milestones, and overall execution.
 - Assigned tasks and coordinated team efforts, ensuring developers, designers, and QA worked efficiently toward goals.
 - Planned feature rollout and gameplay systems, aligning priorities with learning objectives and user engagement.
 - Monitored progress and deadlines, maintaining smooth workflow and timely delivery across all modules.
- **BOOZEO – 3D Social Bar Simulator & Metaverse**
 - Led project management, overseeing development timelines, milestones, and feature implementation.
 - Planned and assigned tasks to developers, UI artists, and 3D artists, ensuring efficient workflow.
 - Coordinated cross-functional teams, aligning art, design, and development to deliver immersive social experiences.
 - Monitored progress and feature rollouts, maintaining on-time delivery and high-quality execution.

Freelance Work Showcase, Unity Developer

- **Knife Hit**
 - Built the one-tap gameplay and logic for knife throwing, collision, and stacking mechanics.
 - Designed the level progression, balancing stage difficulty and creating unique boss battles.
 - Programmed the in-game shop system for collecting apples and unlocking over 20 unique blades.
- **MATCHES PUZZLE – Logic-Based Matchstick Game**
 - Developed the core puzzle logic for moving, adding, and removing matchsticks.
 - Developed hundreds of puzzles across multiple packs with increasing difficulty.
 - Programmed the clean UI for precise, one-tap control of matchstick selection and movement.
- **UNO SPACE – Card Game**
 - Built the core Classic UNO Rules for card matching and special action cards (Skip, Wild, etc.).
 - Developed the AI opponents for the VS Computer and simulated 'Multiplayer' modes.
 - Wrote the logic for the full game flow and player turn sequence.
- **PIPE OUT – Pipe Connection Puzzle**
 - Built the core puzzle logic to validate continuous pipeline connections from start to finish.
 - Designed and Implemented the Level Structure, creating the hundreds of puzzles organized across four distinct difficulty categories: Easy, Medium, Advance, and Hard.
- **SUDOKU**
 - Developed the Core Sudoku Logic, ensuring the game correctly validates placements and adheres to the rule that every row, column, and 3x3 block contains numbers 1 through 9.
 - Created the puzzle generation algorithm for four difficulties: Easy through Expert.
 - Designed the simple, distraction-free UI and integrated the Time Tracking feature.
- **PANCH OUT – Dice Baseball Game**
 - Built the Dice Mechanics Engine, programming the weighted random logic for all baseball outcomes (Hits, Outs, Home Runs, etc.).
 - Developed the complete Game Modes (Online, Offline vs CPU, Local Multiplayer), managing unique connection and save states for each.

- **NUTS ABOUT NOTES! – Educational Music Game**
 - Developed the Core Gamified Learning System, implementing the logic for the engaging map interface and level progression across the 'Ultimate Guitar World' adventure.
 - Engineered the Interactive Quizzing Mechanics, building the card-matching style logic that links note names (F, E, etc.) to their correct positions on the Treble Clef staff.
 - Built the Customizable Experience Systems (Settings Menu), allowing user profile creation, saving individual progress, and managing educational controls for parents and teachers.
- **KIDS ABC & NUMBERS – Educational Preschool App**
 - Developed the core educational framework for teaching both English and Gujarati alphabets and numbers (1-10).
 - Implemented the audio system for clear, accurate pronunciations of all English letters, Gujarati letters (vowels/consonants), and numbers in both languages.
 - Engineered the interactive learning activities and exercises designed to help children easily recognize and memorize the alphabets and numbers.
 - Built the clean, colorful UI tailored for preschoolers, ensuring simple navigation and a strong focus on early education content.

Industry Engagement

- ***Represented Narqubis at IGDC 2024 (Hyderabad)***
 - Managed the Narqubis booth at India Game Developer Conference 2024.
 - Presented studio projects, interacted with developers and publishers, and promoted brand presence.
- ***Attended Waves 2025 (Mumbai)***
 - Participated in seminars and sessions at Waves 2025.
 - Built new professional connections and explored opportunities for Narqubis collaborations.
- ***Organized Esports Tournament – Thakur College (Mumbai)***
 - Planned and executed a college-level esports tournament to promote Narqubis gaming initiatives.
 - Managed event logistics, participant coordination, and branding.
- ***Organized Esports Tournament – Marwadi University (Rajkot)***
 - Led event setup, coordination, and promotion for an esports competition representing Narqubis.
- ***Organized Esports Tournament – Darshan College (Rajkot)***
 - Oversaw tournament planning, registrations, and brand representation for Narqubis.