

Mohit Vaghela

Game Developer (Unity)

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Skills & Tech

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

Professional Summary

Unity Game Developer focused on designing solid gameplay, advanced AI, and seamless multiplayer systems for both mobile and PC platforms. Dedicated to team collaboration and delivering top-quality gaming experiences.

Experience

Narqubis Games Private Limited : Sr. Unity Developer

January 2023 – Present

- Led cross-functional teams to develop Narqubis (Mini Battle Royale & Match-3) across story and multiplayer modes.
- Created AI behaviors, narrative-driven levels, and optimized gunplay and traversal mechanics.
- Designed multiplayer maps, player customization systems, and live-ops content pipelines.
- Monitored analytics, FTUE cohorts, and retention metrics to inform rapid feature iteration.

Freebird App Studio LLP : Unity Developer

2016 – 2022

- Developed and launched titles including Hunger Feed, Car Bump 3D, Traffic Car, Coin Grid, and Loaded Shooter.
- Built gameplay mechanics, level design, UI/UX flows, and performance optimizations across 2D and 3D projects.
- Managed real-time multiplayer systems for Teen Patti, Poker, and Roulette.
- Led educational and kids projects such as Live Math League, Kids ABC & Numbers, and Nuts About Notes.

Flagship Project: Narqubis A third-person shooter with story and multiplayer modes integrating AI combat, battle royale systems, and progression. Reached **100K+ downloads** with sustained community engagement through tournaments and seasonal events.

Selected Projects

- **Hunger Feed** : Match-3 puzzle
- **Car Bump 3D** : 3D casual
- **Traffic Car** : Driving game
- **Coin Grid** : 3D platformer
- **Loaded Shooter** : 2D run-and-gun
- **Teen Patti, Poker & Roulette** : Social casino systems

- **Live Math Competitions & League** : Educational platform
- **Boozeo** : 3D social bar simulator & metaverse
- **Knife Hit · Matches Puzzle · UNO Space · Pipe Out · Sudoku · Panch Out · Nuts About Notes · Kids ABC & Numbers**

Technical Stack

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

Education

MSc IT & CA, Dept. of Computer Science, Rajkot (2016)

PGDCA, Kamani Science & Prataprai Arts College, Amreli (2014)

B.Com, K.K. Parekh Commerce College, Amreli (2013)

Industry Engagement

- Represented Narqubis at IGDC 2024 (Hyderabad).
- Attended Waves 2025 (Mumbai).
- Organized esports tournaments: Thakur College (Mumbai), Marwadi University & Darshan College (Rajkot).