

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

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).

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
  - Boozoo** : 3D social bar simulator & metaverse
  - Knife Hit · Matches Puzzle · UNO Space · Pipe Out · Sudoku · Panch Out · Nuts About Notes · Kids ABC & Numbers**