VAIBHAV MARVANIYA
Senior Unity Developer • Unity Tech Lead

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in Vaibhav Marvaniya

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📍 Ahmedabad, India

KEY ACHIEVEMENTS

- Integrated publisher SDK stacks (ads, analytics, IAP, attribution) for Voodoo, Supersonic, Lion Studios, Homa, BoomHits.
- Built core gameplay loops, meta systems, and LiveOps events with data-backed iteration for better retention and ARPDAU.
- Improved performance and stability by fixing critical bugs, reducing ANRs/crashes, and optimizing memory/CPU on mobile.
- Developed reusable Unity modules/tools to speed up implementation, reduce duplication, and improve production workflow.
- Delivered publisher-ready prototypes quickly; created AI-assisted Unity pipelines that cut prototype time by 50%+.
- Shipped multiple genres end-to-end: hyper-casual, puzzle, action and simulation with fast iteration cycles.
- Established clean architecture patterns and coding standards to keep projects scalable.
- Supported team execution via code reviews, mentoring, light sprint coordination to keep delivery predictable.

PROFILE

Senior Unity Developer with 8+ years of hands-on Unity development, shipping mobile titles across hyper-casual, puzzle, action, and simulation. Strong in gameplay systems, performance optimization, scalable architecture, and publisher SDK integrations (ads/analytics/monetization). Also experienced in code reviews, mentoring, and lightweight delivery coordination to keep teams moving and releases stable.

WORK EXPERIENCE

GAMEYOGI PVT. LTD.   AUG 2023–PRESENT
Senior Unity Developer (Tech Lead Responsibilities)

- Owned hands-on Unity development, gameplay mechanics, meta progression, UI flow, and feature delivery across titles.
- Integrated and maintained SDKs (ads, analytics, monetization, datastore, auth), ensured stable builds for publisher submissions.
- Improved performance and stability through profiling, optimization, crash/ANR fixes, and iterative tuning based on data.
- Standardized project structure, naming conventions, and Git flow to speed up new project setup and reduce regressions.
- Mentored juniors, ran code reviews, and handled lightweight sprint planning/risks communication when required.

FUNCELL GAMES   Oct 2021–Jul 2023
Senior Unity Developer

- Solo-delivered "Hyper Hostess" for Supersonic under tight deadline, integrated Wisdom, IAP, analytics through iterative updates and optimization.
- Built/maintained hyper-casual & casual titles with fast iteration; data-tied events to gameplay/levels.
- Integrated various publishers' SDKs for ads, analytics, monetization, and A/B testing.

ULTRAGAMES ENTERTAINMENT PVT. LTD.   Jul 2020–Sep 2021
Unity Developer

- Worked on real-money card games, AR experiences, and multiple hyper-casual projects.
- Created and optimized several hyper-casual titles for publisher submissions.

DWEEK STUDIOS   Jan 2019–Jul 2020
Unity Developer

- Merged 5 projects into one, used AssetBundles to cut size and startup time, Play Store submissions/ANR fixes.
- Created interactive educational games aligned with preschool curriculum.

IDIVINECREATION TECHNOLOGIES
Jr. Unity 3D Developer
MAY 2017–JAN 2019

- Worked on multiple multiplayer games (shooting and racing) using Photon and UNET, ensuring smooth online gameplay and optimized performance.
- Led performance tracking to improve QA efficiency and bug resolution.

PORTFOLIO

HYPER HOSTESS - Funcell Games

- Developed a hyper-casual mobile game from scratch with engaging core mechanics, UI, and VFX.
- Integrated Supersonic's Wisdom SDK, in-app purchases, and analytics for monetization and user insights.
- Boosted retention by adding daily rewards, spin wheel, meta-games, and mini-game challenges - helping the game reach over 5M+ downloads on Google Play.

DAILY ROUTINE 3D - Funcell Games

- Built core life simulation mechanics in Unity, enabling players to manage daily activities and progress through different life stages.
- Designed and developed various engaging minigames to add variety and enhance overall player experience.

MERGE GLOW FASHION DESIGN - Gameyogi Pvt Ltd

- Implemented and configured monetization, analytics, authentication, datastore SDKs (ads, Firebase, GameAnalytics) with custom event hooks tied to merge actions and level flow to support live KPIs.
- Owned gameplay implementation end-to-end and supported delivery with code reviews/coordination to keep releases aligned.

MINI SHOOTERS - iDivineCreation Technologies

- Built an online and LAN multiplayer FPS game with matchmaking, loadouts, modes and FPS controls in 6 months.
- Implemented Photon networking, UNET, character animations and player progression features.

CRAZY BAR BRAWL - Ultragames Entertainment Pvt. Ltd.

- Built ragdoll-based combat using Unity physics for fun, chaotic brawler gameplay.
- Developed AI and enemy wave systems optimized for mobile performance.
- Implemented level progression, smooth animations, and responsive controls.

COLOR SCREW UNSCREW AND MATCH - Gameyogi Pvt. Ltd.

- Implemented AdMob and ironSource SDKs both with mediation to A/B test ad performance, boost revenue, and ensure ad-load fail backup for stability.
- Delivered development and launch in Unity, optimizing for performance and scalability.

MY EDUVERSE - Dweek Studios

- Engineered educational games with RESTful API integration and optimized performance using AssetBundles, reducing load times by 30%.