



VAIBHAV MARVANIYA

Senior Unity Developer • Unity Team Lead

CONTACT

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KEY ACHIEVEMENTS

- Collaborated with leading publishers such as Voodoo, Supersonic, Lion Studios, Homa, BoomHits, AppCentral and Moonee ensuring seamless SDK and tool integration.
- Contributed to SDK and internal tool development, improving workflows, boosting performance, and accelerating production cycles.
- Optimized game performance, resolved critical bugs, and implemented new features to enhance gameplay and user experience.
- Built and led Studio from the ground up, managing teams and delivering high-quality projects on time while maintaining industry standards.
- Developed and launched games across multiple genres, including hyper-casual, puzzle, action, and simulation.
- Created AI-assisted Unity pipelines that accelerated prototype delivery by over 50%
- Led and mentored developers, improving coding standards, architecture patterns, and project efficiency.

PROFILE

Unity Team Lead with 8+ years of hands-on experience in game development and team leadership. Expert in Unity, C#, and major SDK integrations, with a proven record of optimizing performance, accelerating pipelines, and delivering publisher-ready titles. Driven by innovation and data-driven decision-making to create engaging player experiences.

WORK EXPERIENCE

GAMEYOGI PVT. LTD.

AUG 2023–PRESENT

Unity Team Lead / Senior Unity Developer

- Built the Unity team from scratch (no team at join) — hired interns/juniors, created onboarding material, and mentored them.
- Ran Agile sprint planning, daily standups, progress tracking in Trello, and risk/issue communication to founders/publishers.
- Stayed hands-on in Unity for SDK integrations (ads, analytics, monetization, datastore etc), core mechanics, and meta progression.
- Standardized Unity project structure, naming conventions, and Git flow, reducing setup time for new projects.

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.

SKILLS

- **Leadership:** Kanban, sprint planning, stakeholder communication
- **Game Development:** Unity 3D/2D, C#, AI Programming, Physics, Animation, UI, Particle System
- **Version Control:** GitHub, Sourcetree
- **Documentation Tools:** Google Docs
- **LiveOps Platforms:** Firebase
- **AI Tools:** ChatGPT, Claude, DALL·E, Gemini
- **Platforms:** Android, iOS, Windows
- **3rd Party Integrations:** Unity Ads, AdMob, IronSource, AppLovin MAX, Firebase, GameAnalytics, Facebook Analytics, Unity IAP, AppsFlyer, Adjust

EDUCATION

- **Bachelor of Engineering (Computer Engineering)** from SAL Institute of Tech. & Engg. Research, Ahmedabad
2012 – 2016

LANGUAGES

- English (Fluent)
- Hindi (Fluent)
- Gujarati (Fluent)

MORE GAMES

- Other Games-Prototype [Link](#)

IDIVINECREATION TECHNOLOGIES

MAY 2017–JAN 2019

Jr. Unity 3D Developer

- 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.
- Led the gameplay pod (design + art + QA), unblocking team members, doing code reviews, and aligning releases with expectations.

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.
- Led development and launch of Color Screw Unscrew and Match 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%.