

Naimish

Unity Game Developer | Mobile · Multiplayer · Gameplay Systems · Editor Tools
Noida, India | +91-9525041751 | [E-mail](#) | [LinkedIn](#)
[Portfolio](#) | [GitHub](#)

SUMMARY

Unity/C# game developer with 2.5+ years of professional experience on mobile, WebGL and PC titles. Built real-time multiplayer (Photon PUN2, Socket.IO), combat and enemy-AI systems, monetization and analytics integrations, and Unity Editor tooling. Shipped bug fixes and updates for Alnahsha Run (10M+ Google Play installs).

TECHNICAL SKILLS

Languages: C#, JavaScript, C++ (learning)

Unity & Gameplay: NavMesh, Input System, physics, enemy AI, custom shaders, UI systems, XR Toolkit

Multiplayer & Backend: Photon PUN2, Socket.IO, matchmaking, REST APIs, Firebase (Auth, Crashlytics)

Engineering: Unity Editor scripting (custom inspectors, SerializedObject, Undo), object pooling, State / Observer / Singleton, OOP and SOLID, performance optimization, Git

Live Ops & Data: IAP, AdMob, analytics SDKs, localization (Korean / English)

EXPERIENCE

Game Developer · HapzSoft, Noida

Jul 2026 – Present

- Built five Unity Editor tools for daily development: **Play Mode Saver** (save transform and component data of multiple objects from play mode), **Scene Tool** (enter play mode from any scene into a selected scene, and switch scenes quickly), **Button attribute** (inspector buttons that call methods with multiple arguments, replacing context menus), **Console Pro** (toggle logs per script to filter console output) and **Missing Scripts Fixer** (repair missing scripts on GameObjects in one click).
- Built the XR framework for an enterprise roofing-simulation application in Unity.

Game Developer · Virtualize Technologies, Mohali

Jun 2025 – Jun 2026

- Greenlyfe** (large-scale open-world PC game): built map and world-navigation systems, a mission system and ragdoll physics; used object pooling and custom shaders to keep performance stable.
- Star Weaver** (grid puzzle game, shipped on iOS and Android, WebGL build): prototyped the core grid-puzzle mechanics and built the first-time user experience, data-driven UI, AI-assisted custom shaders and gameplay analytics; integrated IAP, AdMob and analytics SDKs.
- Worked on several mobile titles in parallel.
- Built internal Editor tools (SerializedObject-based custom inspectors with Undo support) used across studio projects.

Unity Game Developer · Deftsoft Informatics, Mohali

Mar 2024 – Jun 2025

- Battle Game** (Photon PUN2 tower defense): built tower placement and real-time combat loops, NavMesh enemy AI with state machines, matchmaking, quests, achievements and Korean/English localization; tuned combat balance through internal playtests.
- Estimation Card Game** (Socket.IO): built real-time multiplayer sessions, Google Sign-In, Firebase Crashlytics and AdMob; adapted the card UI to multiple screen sizes.
- Alnahsha Run** (endless runner, 10M+ Google Play installs): joined during post-production; fixed bugs and shipped game updates alongside a senior developer.
- Unified WebGL and Ionic JS applications for cross-platform compatibility.
- VR Eye Test**: built a medical VR app for ophthalmologists in Unity (six assessment modules, REST API reporting).

Game Developer Intern · ShortGun LLP, Mumbai (Remote)

May 2022 – Aug 2022

- Built enemy characters, including AI logic and behavior systems, for an FPS game.
- Designed and developed the weapon system for an FPS on JioGlass (MR headset).

EDUCATION

B.E. Computer Science & Engineering (Graphics & Gaming) · Chandigarh University

Jun 2020 – Jun 2024

ACHIEVEMENTS

- Winner, Tekathon 2.0 Hackathon (2023). Delivered a hands-on Unity session at the Game Development Workshop, Chandigarh University.