

VRAJ MAVANI

Unity Game Developer

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Surat, Gujrat

ABOUT ME

- I'm a **Unity Game Developer**—and more than that, a digital world builder passionate about transforming ideas into immersive, interactive experiences. With **3+ years** of hands-on experience developing games for mobile, WebGL, and PC platforms, I specialize in crafting scalable, high-performance gameplay systems.
- My expertise spans real-time multiplayer integration using Socket.IO, Photon, and PlayFab, combined with a deep understanding of gameplay logic, AI development, and network synchronization. I design player-first experiences with smooth UI/UX using Figma, DOTween, and responsive design principles.
- From implementing monetization strategies with Unity Ads and AdMob to optimizing frame rates and performance, I thrive on solving technical challenges and collaborating with creative teams to bring bold, engaging ideas to life.

EDUCATION

BACHELOR OF SCIENCE IN
INFORMATION TECHNOLOGY

- 2021 - 2024
- I graduated from Bhagwan Mahavir University - surat with a grade point average of 8.02%.

SKILL

- Technical Skills
 - C, C++
 - C# Programming
 - Unity Engine
 - Adobe Photoshop
 - Adobe Figma
- Soft Skills
 - Time Management
 - Team Work
 - Communication
 - Leadership

LANGUAGES

- Hindi
- Gujrati
- English

WORK EXPERIENCE

AndroApps Technologies - Navi Mumbai

2025-NOW

- Worked on a real money multiplayer gaming platform with features like payment gateway integration, KYC verification, and push notifications. Integrated secure deposit/withdrawal systems and handled document approval workflows.
- Focused on real-time gameplay logic, user engagement, and compliance. Collaborated across teams to deliver a smooth and secure gaming experience.

Artoon Solutions - Surat

2024-2025

- Built responsive game mechanics and an adaptive UI compatible with web, mobile, and desktop platforms. Integrated Socket-based communication to enable real-time multiplayer synchronization and smooth player interaction use with node.js.
- Optimized performance and efficiently managed game state to ensure seamless gameplay experience. Deployed a scalable backend to support high traffic.

GameAshlar - Surat

2023-2024

- I worked on integrating ad monetization strategies, in-app purchases and Firebase for user engagement and analytics. I optimized game performance in unity, ensuring smooth gameplay across multiple platforms.
- I designed immersive 3D/2D environments with realistic physics and animations. Additionally, I implemented social features, rewards, and retention strategies to boost user engagement.

EXPERTISE

- **Ad Monetization & Payments:**

- Integrated major ad networks: Unity Ads, Google AdMob, IronSource, and Facebook Audience Network to maximize revenue across platforms.
- Implemented Unity In-App Purchases (IAP) for managing consumables, subscriptions, and premium content.
- Integrated real-money payment gateways such as Razorpay and Paytm, handling order flows and secure transactions.

- **Multiplayer & Backend Integration:**

- Built real-time multiplayer systems using Photon and Socket.IO, enabling seamless gameplay between multiple users with smooth synchronization.
- Handled real multi-user gameplay, managing live user interactions such as turns, moves, game states, and chat events.
- Developed custom matchmaking logic to pair users based on criteria like level, bet amount, or availability.
- Implemented dynamic table management for multiplayer games, including table creation, joining/leaving logic, occupancy checks, and auto-fill with bots.
- Efficiently handled multiple concurrent server events (e.g., start game, end game, reconnection, disconnection, and in-game actions), ensuring state consistency and minimal latency.
- Integrated REST APIs and WebSocket protocols for backend communication, supporting user management, wallet sync, and leaderboard updates.
- Used PlayFab for scalable backend services including authentication, economy management, cloud saving, and event tracking.

- **Platform Experience:**

- Extensive experience developing and optimizing games for Unity WebGL, including asset management, memory optimization, and browser compatibility.
- Proficient in building and deploying games for Android and iOS, with experience in handling platform-specific input, UI scaling, and native integrations.
- Worked with platform-specific SDKs for ads, payments, and notifications across mobile and WebGL.
- Ensured cross-platform compatibility and smooth performance through conditional compilation and adaptive UI systems.

- **Additional Contributions:**

- Built modular UI, gameplay systems, and animations using DOTween for reusability and faster development.
- Utilized Unity Asset Store plugins including shaders, particle effects, AI tools, Spine animations, and native share.
- Integrated audio systems, vibration feedback, rating prompts, and ranking/leaderboard systems for enhanced user engagement.
- Implemented object pooling, scriptable objects, and event-driven architecture to optimize runtime performance.
- Worked with Timeline, Cinemachine, Shader Graph, and other visual tools to improve animation and presentation quality.

WORK EXPERIENCE

- **Chess Multiplayer Game (Unity, Node.js, Socket.IO)**

- Developed a real-time multiplayer chess game in Unity using native Socket.IO and a Node.js backend for matchmaking and game sync.
- Added offline AI mode, responsive UI, and optimized for Android/iOS with error handling, reconnection, and smooth performance.

- **Roulette Game (American & European Modes)**

- Developed a feature-rich roulette game supporting both American and European rules. Implemented multiple and single-number bets, cancel specific/all bets, and realistic wheel and tire animations. Integrated Google login, wallet system, rewarded/interstitial ads, and in-app purchases. Connected gameplay with backend for result sync and user data management.
- Designed flexible betting logic allowing dynamic bet updates before wheel spin, enhancing strategic gameplay and user engagement.

- **3D Car Parking Game (Unity, C#)**

- Engineered a hyper-realistic car parking experience with physics-tuned driving and obstacle logic.
- Crafted immersive 3D parking levels with adaptive camera and mobile-optimized controls.
- Designed a stylized parking simulation with smooth joystick input, real-time feedback, and level progression.
- Built a Unity-based car sim with responsive AI traffic, tight parking mechanics, and fluid UX.

- **All-in-One Real Money Gaming App (Unity | 22+ Games)**

- Built a full-featured real-money gaming app in Unity featuring 22+ popular games in a single project, with real-time multiplayer, bots, wallet integration, and user verification.
- Games Included:
 - Andar Bahar, Aviator, Roulette, Teen Patti, Poker, Baccarat, Dragon vs Tiger, Color Prediction, Animal Roulette, Jhandi Munda, Point Rummy, Pool Rummy, Deal Rummy, Red vs Black, 7 Up Down, and more.
- Developed frontend logic for all games using Unity and C#
- Integrated real-time multiplayer via Socket.IO with room handling and sync
- Implemented bot system to simulate players and auto-fill rooms
- Connected to backend for wallet, deposit/withdrawal, OTP, and KYC via REST APIs
- Created modular, animated UI components for a smooth cross-platform experience
- Collaborated with backend teams to ensure smooth game-server communication
- Optimized performance for Android and WebGL builds.

- **Nut Sort: Color Sorting Game (3D Puzzle)**

- Developed a 3D color sorting puzzle game in Unity with intuitive drag-and-drop mechanics and smooth level progression. Designed interactive 3D nut and container models with realistic physics and animations for enhanced visual feedback. Implemented undo/reset logic, dynamic difficulty adjustment, and auto-hint system. Integrated rewarded ads, Google login, and in-app purchases.
- Optimized 3D assets, lighting, and camera transitions to deliver a smooth and immersive experience across Android and WebGL platforms.

- **TriPeaks Solitaire (Unity 2D – Fantasy Theme)**

- Designed a fairy-themed TriPeaks Solitaire game in Unity 2D with custom animated characters and magical environments. Used DOTween to create smooth card flip, deal, and fly animations, enhancing visual flow. Introduced interactive blockers like locked cards and keys, adding unique strategy elements. Added animated victory sequences and fairy effects to boost player satisfaction. Developed daily quest system with level-based rewards to increase retention and replay value.

- **Hybrid Real-Money Gaming Platform (React Native + Unity + Node.js)**

- Developed and deployed a scalable real-money gaming platform (inspired by MPL) using a hybrid architecture:
 - Frontend: Built in React Native for handling user accounts, game stats, wallet, leaderboards, and onboarding.
 - Game Engine: Integrated Unity for real-time gameplay, loaded on-demand via Unity Asset Bundles to reduce app size and support modular game updates.
 - Backend: Powered by Node.js, with MongoDB for user/game data and Redis for caching, matchmaking, and session management.
 - Game Lifecycle: Implemented seamless transitions between the React Native shell and Unity gameplay modules.
 - Platform Support: Fully functional on Android and iOS, using a shared codebase and platform-specific native modules where needed.
- Key Contributions:
 - Architected reusable modules for login, wallet, OTP, KYC, and transaction history.
 - Integrated third-party SDKs (Firebase, PayU, Push Notifications, etc.) with custom native bridges.
 - Implemented real-time multiplayer systems using Socket.IO and custom room logic.
 - Built admin tools for game analytics, player management, and withdrawal processing.
 - Developed and deployed a variety of multiplayer and casual games: Rummy, Poker, Ludo, Call Break, Snake & Ladder, Solitaire, Chess, Bingo, Fruit Chop, Blackjack, Match Master.
 - Focused on performance optimization, secure data handling, and smooth UX across devices.

