

MONU KUMAVAT

GAME DEVELOPER | UNITY DEVELOPER | UNITY GAME DEVELOPER | SOFTWARE DEVELOPER

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Game developer with 6 years of experience specializing in Unity, C#, and AR/VR technologies. Proficient in performance optimization, API integration, and multiplayer networking, with achievements like leading updates for a game with 10M downloads and delivering 8 games monthly. Passionate about creating immersive gaming experiences and driving technical excellence.

PROFESSIONAL EXPERIENCE

Zapplogics Solutions | <https://zapplogics.com/>

05/2022 - 08/2023

Game Developer

Bengaluru, India

- Utilized **C++** to develop core game mechanics, optimizing performance and reducing processing time by 25% across 20+ projects.
- Implemented version control using **Plastic SCM**, ensuring seamless collaboration and reducing integration issues by 30%.
- Integrated **Firebase** for real-time database management, enhancing data synchronization and improving user experience in multiplayer games.
- Leveraged **WebGL** to create browser-based game features, achieving a 15% increase in cross-platform accessibility.
- Integrated **Photon** for multiplayer networking, reducing latency by 20% and improving player engagement.
- Designed and delivered **2D/3D game development** projects, boosting production efficiency by 20% while maintaining high visual quality.
- Developed **AR/VR** applications, enhancing immersion and driving a 25% increase in audience retention for interactive experiences.
- Engineered robust **multiplayer integration**, scaling servers to handle up to 10,000 concurrent users with minimal downtime.
- Streamlined development workflows using **GitHub**, achieving 100% version control efficiency and accelerating deployment timelines.

CODESOFT INFOTECH | <https://codesoftinfotech.com/>

04/2017 03/2022

Game Developer

(Surat, India Hybrid)

- Led development and updates for *Bingo Free World* (10M downloads), *Helix Ball Drop*, and 15 hyper-casual games, implementing **RESTful APIs** for seamless backend integration, boosting user retention by 20%.
- Utilized **Unity Profiler** to optimize game performance and ensure smooth gameplay across devices.
- Designed and implemented **Object Pooling** to enhance memory management, reducing lag and improving performance.
- Created advanced cinematics using **Cinemachine**, improving player engagement and immersion.
- Streamlined task management and coordination using **Monday**, enhancing project delivery by 15%.
- Collaborated with stakeholders and team members through **Trello** for efficient project planning and tracking.
- Delivered high-quality designs and assets while using **Figma** for UI/UX prototyping and improvements.
- Fostered team collaboration with **Slack**, ensuring effective communication across departments.
- Handled complex database interactions through **phpMyAdmin**, ensuring real-time data access for games.
- Implemented **AI & Pathfinding** techniques like NavMesh, improving character behavior and navigation.
- Enhanced visual effects using **Shader Graph**, delivering stunning graphics and animations.
- Managed source control and CI/CD pipelines through **Bitbucket**, ensuring versioning and deployment efficiency.

Unity Developer (Part- Time)

04/2017 - 12/2017

- Developed 4 prototype games in Unity, leveraging **C# scripting** to build robust and reusable components, improving development efficiency by 40%.
- Improved game mechanics using **NavMesh**, enhancing in-game navigation and AI interactions.
- Optimized game visuals and animations by integrating **Shader Graph**, delivering a polished user experience.
- Enhanced team collaboration by using **Git** for source control, ensuring smooth workflow management.

EDUCATION

Kingston University, UK

Master of Science in Game Development

09/2023 - 09/2024

KC College, India

Bachelor of Science, Computer Science

01/2017 - 12/2020

PROJECTS HIGHLIGHTS

- **VR Space Shooter:** <https://bit.ly/3W158Xk>
- **Squid Game:** <https://bit.ly/4fFhcoz>
- **Chase Me Down:** <https://bit.ly/4fi9v7O>
- **Double Run:** <https://bit.ly/4ffJ1Ed>
- **Fruit Fighter:** <https://bit.ly/4hBNbrO>
- **Block & Hoop:** <https://bit.ly/3NYTbND>
- **TengoBlitz:** <https://bit.ly/4fGtvRT>
- **AI Quiz Game:** <https://bit.ly/3DDpcJn>
- **2DRPG Blockchain:** <https://bit.ly/4qAss6T>
- **Memory Lane:** <https://bit.ly/403aVNY>

SKILLS

- **Programming:** C#, Python, Java, Basic C, HTML, PHP
- **Engines/Tools:** Unity, Unreal (basic), Plastic SCM, Firebase, WebGL, Photon, Unity Profiler, Cinemachine, Monday, Trello, Figma, Slack, phpMyAdmin
- **Expertise:** 2D/3D Game Development, AR/VR, Multiplayer Integration, Real-Time APIs, AI & Pathfinding, Shader Graph
- **Version Control:** Git, GitHub, GitLab, Bitbucket, SVN

CERTIFICATION

- Master Unity By Building 6 Fully Featured Games From Scratch | Udemy
- Unity Game Development: Create 2D And 3D Games With C# | Udemy