

NIKHIL CHAUDHARY

Unity Game Developer | Multiplayer & Mobile Specialist

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PROFESSIONAL SUMMARY

Unity Game Developer with 2.5+ years of experience building Android, iOS, WebGL, and Windows games using Unity and C#. Specialized in multiplayer systems (Photon, Socket.IO), Firebase backend integration, UI/UX optimization, and scalable game architecture. Contributed to titles with 5M+ downloads, improved export pipelines by 1900%, and consistently delivered production-ready features ahead of schedule while mentoring junior developers.

PROFESSIONAL EXPERIENCE

Unity Game Developer | Deftsoft

Oct 2023 – Feb 2026 | Mohali, Punjab

- Developed and shipped multiplayer Android, iOS, WebGL, and Windows games using Unity and C#, contributing to titles with 5M+ downloads (Alnahsha Run).
- Integrated Photon PUN2 and Socket.IO for real-time multiplayer matchmaking, friend systems, leaderboards, and room sharing with WhatsApp/social invite links.
- Collaborated on 3D character export pipeline fix — resolved crashes at ~20 exports, scaled to 1,000+ exports in 5 minutes (~1900% improvement).
- Built reusable game systems: object pooling, wave spawners, enemy AI, shooting mechanics, and dynamic UI scaling across multiple screen resolutions.
- Integrated Firebase (Auth, Realtime DB, Push Notifications) and Node.js backends across multiple production titles for real-time data synchronization.
- Created a reusable UI tool for a junior teammate — enabled delivery 1.5 days ahead of schedule, boosting team efficiency by ~12%.
- Mentored junior developers on clean architecture and scalable Unity workflows; conducted technical sessions and contributed Figma wireframes.
- Ranked 1st in Deftsoft's internal Unity challenge and game-development quiz for problem-solving and clean scalable architecture.

KEY PROJECTS

Alnahsha Run — Unity, C#, Android | **5M+ Downloads**

- Endless runner across iconic cities (Riyadh, Dubai, Cairo) — 5M+ downloads. Improved UI/UX, performance, and built reusable city-themed UI scaling systems.

Multiplayer Card Game — Unity, Photon, Socket.IO, Firebase, Android | **Production**

- Poker-style online game with Firebase auth, real-time matchmaking, friend manager, push notifications, and localized room invite system via WhatsApp/social.

City Builder Resource Management — Unity, Node.js, MongoDB, WebGL+Android | **Confidential**

- Resource management with object pooling for optimized performance; clean modular architecture with Node.js and MongoDB backend integration.

3D Character Creator Tool — Unity, C#, Blendshapes, Windows | **Confidential**

- Character design tool with blendshapes for skin, hair, eyes, facial morphing. Improved export pipeline from ~20 to 1,000+ exports in 5 min (~1900% faster).

Multiplayer Tank Battle Game — Unity, C#, Photon, Android | **In Progress**

- Player movement, shooting, collision detection, ScriptableObjects, and prefabs for modular tank and weapon configurations using Unity physics.

TECHNICAL SKILLS

Game Engines: Unity 2D/3D (Advanced), Unreal Engine (Beginner — Blueprints, UI, Auth)

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

Multiplayer: Photon PUN2, Socket.IO, Real-time Matchmaking, Room Systems, Leaderboards

Backend & DB: Firebase (Auth, Realtime DB, Push Notifications), Node.js, MongoDB

Game Systems: Object Pooling, Wave Spawners, Enemy AI, Shooting Mechanics, ScriptableObjects

UI/UX: Unity UI, Dynamic Scaling, Localization, Responsive Design, Figma

Dev Practices: Clean Architecture, Component-Based Design, Event-Driven Programming, Performance Optimization, Git

Platforms: Android, WebGL, Windows | **Tools:** Visual Studio, Git, Android Logcat, Figma

EDUCATION

Bachelor of Computer Applications (BCA) | 2020 – 2023

Guru Nanak Dev University College, Amritsar