

PIYUSH NAKRANI

Senior Unity Developer | PC Games | Metaverse | AR/VR

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PROFESSIONAL SUMMARY

Senior Unity Developer with **6+ years of experience** delivering high-quality **2D, 3D, PC, AR, VR, and Metaverse experiences**. Proven expertise in building scalable multiplayer systems, real-time communication, immersive virtual worlds, and performance-optimized games across **PC, WebGL, Mobile, and VR platforms**. Strong problem-solver with experience leading small teams and working on production-level commercial games.

TECHNICAL EXPERIENCE

- **Unity 3D / 2D:** Unity Editor, scripting (C#), asset integration, physics systems
- **PC Game Development:** Gameplay systems, optimization, Steam builds
- **Performance Optimization:** Memory, draw calls, batching, profiling
- **Animation:** Character rigging, animation controllers, dynamic movement
- **Physics & Gameplay Systems:** Realistic interactions and simulations
- **Multiplayer:** Photon, Socket.IO, Fishnet
- **Metaverse Development:** Avatars, virtual worlds, NFT integration
- **VR / AR:** Oculus Quest, Rokid Max 2, mobile AR applications
- **PlayCanvas:** Web-based 3D & XR experiences (PenXR)
- **Third-Party SDKs:** Ready Player Me, video streaming, voice & screen sharing, and Ultimate character controller, etc.

PROFESSIONAL EXPERIENCE

UNITY DEVELOPER

Pentagon Games | 02/2024 - Present

- Working on **PC game "Gunnies"**, focusing on gameplay systems, performance optimization, and production-ready builds
- Contributing to core mechanics, player interactions, and system stability
- Actively involved in **PenXR**, a web-based XR platform using the **PlayCanvas engine**
- Developing interactive 3D/XR experiences optimized for browser performance



Gunnies (Steam): <https://store.steampowered.com/app/3323030/Gunnies/>



PenXR Profile: <https://viewport.eyesauce.com/>

SENIOR UNITY DEVELOPER

NFTICALLY, Delhi (Remote) | 11/2022 - 02/2024

- Built a **Metaverse platform from scratch** for **WebGL, Android, and Oculus Quest**
- Key product: **ComEarth Metaverse**
- Implemented:
 - Multiplayer architecture
 - Video & audio chat, screen sharing
 - NFT display systems

- YouTube video playback
- Avatar customization using **Ready Player Me**
- Mini-games inside the metaverse
- Collaborated with cross-functional teams to deliver scalable and optimized solutions

 comeearth Project:

https://drive.google.com/drive/folders/1b6cAggfqQdxxVpij8LT_tuVg65yNQwN1?usp=sharing

PROFESSIONAL UNITY DEVELOPER (Freelance)

Upwork & LinkedIn | 09/2021 - 11/2022

- Developed multiple **indie games** for mobile platforms
- Delivered end-to-end solutions, including gameplay, UI, monetization, and publishing
- Worked directly with clients to translate ideas into production-ready games

SENIOR UNITY DEVELOPER

Vasundhara Infotech LLP, Surat | 09/2020 - 08/2021

- Worked on complex, solution-based Unity projects
- Integrated advanced technologies and external devices
- Acted as **sub-team leader** for a 5-developer team
- Improved development workflows and code quality

JUNIOR UNITY DEVELOPER

Adafftech Media, Surat | 06/2019 - 08/2020

- Developed casual and hyper-casual mobile games
- Integrated multiple third-party SDKs and tools
- Quickly adapted to new systems and technologies
- Wrote clean, reusable, and well-documented code

EDUCATION

Bachelor of Engineering – Computer Engineering

Mahavir Swami College of Engineering & Technology (GTU), Surat
2015 – 2019

REFERENCE

PUBLISHED GAMES (ANDROID)

- Color Fill 3D: <https://play.google.com/store/apps/details?id=com.crazyvia.colorfill3dblockpuzzle>
- Snake Ball Run: <https://play.google.com/store/apps/details?id=com.crazyvia.snakeballrun>
- StickMan Hit: <https://play.google.com/store/apps/details?id=com.crazyvia.stickmanhit>
- Knock Ball Hit: <https://play.google.com/store/apps/details?id=com.hefegames.knockballhit>
- Smash Throw: <https://play.google.com/store/apps/details?id=com.crazyvia.smashthrow>
- Jelly Puzzle: <https://play.google.com/store/apps/details?id=com.crazyvia.jellypuzzle>
- Switch To Red: <https://play.google.com/store/apps/details?id=com.crazyvia.switchtored>
- Jelly Cube 2: <https://play.google.com/store/apps/details?id=com.crazyvia.jellycubepuzzle>

PUBLISHED GAMES (IOS)

- **Goods Puzzle:** <https://apps.apple.com/us/app/goods-puzzle-first-sort-3d/id6759238376>
 - **Dead Road:** <https://apps.apple.com/us/app/dead-road-zombie-survival/id6761648101>
 - **Block Puzzle:** <https://apps.apple.com/us/app/block-puzzle-jungle-magic/id6759950074>
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PUBLISHED GAMES (STEAM)

- **Gunnies:** <https://store.steampowered.com/app/3323030/Gunnies/>
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AR/VR PROJECTS

- **AR Air Defence:** <https://play.google.com/store/apps/details?id=com.crazyvia.arairdefence>
 - **Oculus Quest Projects:**
<https://drive.google.com/drive/folders/1EsSWNEqzp5OsPHMv5yWEw4dodQrzh6Ec?usp=sharing>
 - **Rokid Max 2 Projects:**
<https://drive.google.com/drive/folders/1KwNYcllgFlh733mmUksLMzPGkxoy3EZr?usp=sharing>
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PENXR PROJECT WITH PLAYCANVAS

- **PenXR Space:** <https://viewport.eyesauce.com/>
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PORTFOLIO

- **3D Portfolio:** <https://portfolio-e5db6.web.app/>
- **Website Portfolio:** <https://piyush-portfolio-ccd0f.web.app/>