



Contacts

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Manvendra Deora

Unity Developer

About me

I am a game developer with a strong background in gameplay programming and a passion for creating engaging and immersive video game experiences. I have over 5+ years of experience working on a diverse range of game projects in various genres, including platformer, hyper-casual, shooting, puzzle, and rogue-like. I am skilled in using a range of tools, including Unity 3D, Unreal Engine 4, and Photoshop, and have experience working in programming languages such as C#, C++, and Java, etc.

Education

Seamedu School of Pro- Expressionism
Bachelor of Computer Application, 2021

Coding Languages



C#



C++



Java



Unreal Blue print



DBMS



GoogleScript

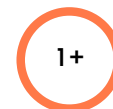
Experience (Years)



Unity 3D



Unreal Engine 4



Unity AR



Unity Multiplayer



Industry Work Experience

Career Summary

Unity Developer

Oct 2019 to Jan 2021 - Studio One Eleven

- Worked on handling object movement within AR and giving texture and material to 3d models using Recast.
- I have worked on server data communication within unity, data analytics i.e. communication with google sheets and unity using web request and google scripts

Unity Developer Intern

Jan 2021 to Jun 2021 - Qodequay Technologies

- Designed and created software solutions to cater to clients various developmental issues
- Checked feasibility of software prototypes
- Modified codes to fix errors

Junior Unity Developer

Jun 2021 to May 2022 - GodSpeed Games

- Over there I worked on a few development projects using the Unity game engine and few mention are :
 - Lacuna - A Sci-Fi Noir Adventure (Android/ All Consoles)
 - Saint Kotar: The Yellow Mask (PC)

Game Developer

May 2022 to Present - Totality Corp

- Worked on Zionverse metaverse(Web 3.0) based applications
- Worked on multiplayer game mode in zionverse application using Netcode for game object networking tool
- worked on metaverse experince for voxel based world exploration

Frameworks/Systems

- Unity 3D
- Unreal Engine 4
- Android Studio
- Construct 2
- Firebase
- Git
- Netcode for GameObject
- PUN Runtime

Project Work Link

- <https://bit.ly/3d1QM03>
- <https://ganius-games.itch.io/>
- <https://www.deora.me/projects>

Interpersonal Skills

- Ability to remain calm under pressure
- Detail-oriented Teamwork Time management
- Communication skills

Character References

Helly Soparkar

- Studio One Eleven, Owner
- [Cell: +91-940-868-5866](tel:+919408685866)

Aniruddha Joglekar

- Seamedu School of Pro-Expressionism
- [Cell: +91-983-305-5722](tel:+919833055722)