Manvendra Deora

Unity Developer

How to reach me:

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New Delhi, India

Personal Profile

I have an experience in Gameplay programming in multiple video games genre like Platformer, Hyper-Casual, shooting, Puzzle, Rogue-like etc. I have been working on a diverse range of projects for the past 2 years for which I have used various tools (Unity 3D, Unreal Engine 4, Photoshop).

Educational Training

Seamedu School of Pro-Expressionism

Bachelor of Computer Application

- Enrolled since Sept. 2018 to present
- Taking up specialization courses in Mobile and Game software development

Project Work

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

Career Summary

Unity Developer

Studio One Eleven
Oct 2019 to Jan 2021

- 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

Qodequay Technologies
Jan 2021 to Jun 2021

- Designs and creates software solutions to solve pain points for various clients
- Checks feasibility of software prototypes
- Modifies code to fix errors

Junior Unity Developer

GodSpeed Games
Jun 2021 to May 2022

- over there I'm working on quite a few development projects using the Unity game engine and I would like to mention a few projects I worked on :
- Lacuna – A Sci-Fi Noir Adventure (Android/ All Consoles)
- Saint Kotar: The Yellow Mask (PC)

Character References

Helly Soparkar
Studio One Eleven, Owner
Cell: +91-940-868-5866

Aniruddha Joglekar
Seamedu School of Pro-Expressionism
Cell: +91-983-305-5722

About :

Hobbies

- Exploring distant lands
- Getting lost in a good books
- MMORPG games
- City Builder and Simulation games

Languages

- Hindi (Native)
- English

Career Summary

Game Developer

Totality Corp
May 2022 to Mar 2023

- 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

Unity Developer

Threye Interactive Pvt Ltd
March 2023 to Present

- Contributed to multiple government-backed IDEX (Innovations for Defence Excellence) programs, supporting various branches of the Indian Armed Forces.
- Collaborated with the in-house game development team on several aviation-focused titles, including projects developed for the Indian Air Force, such as IAF: A Cut Above.

Experience

Untiy 3D:
7+ Year

Unreal Engine 4 :
1 Year

Industry Work Experience :
5+ Year

Professional Skills

Coding Languages:
C#, C++,Java, Unreal Blue Print, DBMS, Google Scripts

Frameworks/Systems:
Unity 3D, Unreal Engine 4, Android Studio, Construct 2, Firebase, Git

Interpersonal Skills

- Ability to remain composed and effective in high-pressure environments
- Strong attention to detail with a focus on accuracy and quality
- Collaborative team player with a demonstrated history of successful group contributions
- Excellent time management skills, with the ability to prioritize tasks efficiently
- Clear and professional communication skills, both written and verbal

Frameworks/Systems

- Unity 3D
- Unreal Engine 4 and 5
- Android Studio
- Construct 2
- Firebase
- Git
- Netcode for Game Object
- PUN Runtime
- Node.js
- React Native
- Playfab and Azure
- Amazon AWS

Character References

Vikram Khazanchi
Game Designer
Cell+91-997-123-5815