DHAWAL JHAVERI

UNITY DEVELOPER | C# | 2D & MOBILE GAMES | MULTIPLAYER & API INTEGRATION

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linkedin.com/in/dhawal-jhaveri-534b75139 | **github.com/DRGSTR** | Ahmedabad, Gujarat, India | Immediate Joiner | Open to Relocation & Remote

PROFESSIONAL SUMMARY

Unity Developer with 2+ years of hands-on production experience building real-time multiplayer, 2D, mobile, and WebGL games in Unity and C#, preceded by intensive Unity game development certification training. Proven ownership of server-authoritative multiplayer clients, Socket.IO/WebSocket networking, REST APIs, Firebase services, and live-ops delivery. Delivered performance optimizations that cut loading times by ~80% and reduced build sizes from 900+ MB to 100–170 MB via remote asset hosting.

TECHNICAL SKILLS

Programming: C#, Python; object-oriented programming (OOP), JSON

Unity & Gameplay: Unity, Unity 6, URP, 2D game development, gameplay systems, UI development, animation, physics debugging, ScriptableObjects, Addressables, Input System, Localization, TextMesh Pro

Client-Server & Multiplayer: REST API integration, Socket.IO, WebSockets, JWT authentication, OTP authentication, matchmaking, private rooms, reconnection, state recovery, turn synchronization, leaderboards

Platforms & Services: Android, iOS, WebGL, Firebase Authentication, Realtime Database, Remote Config, Cloud Functions, Google Sign-In, Apple Sign-In, AdMob, Unity IAP, OTA updates

Tools & AI-assisted Workflow: Git, GitHub, GitLab, Jira, Trello, Visual Studio; Cursor, Antigravity, Claude Code, ChatGPT; agentic feature planning and implementation, MCP integrations, AGENTS.md project instructions, AI-assisted debugging and code review with human approval

Computer Vision: MediaPipe, OpenCV, UDP communication

PROFESSIONAL EXPERIENCE

Game Developer | Gamecrio Studios Pvt. Ltd. **Apr 2025 – Sep 2026**

- Developed reusable Unity client-side REST API and Socket.IO/WebSocket communication layers with JWT authentication, auto-reconnect and multiplayer state recovery.
- Implemented client features for server-authoritative multiplayer games, including matchmaking, private rooms, rematches, leaderboards and clock-drift-corrected turn timers.
- Integrated Firebase Authentication, Google and Apple Sign-In, AdMob and Unity IAP for authentication, live-ops, server-controlled content and monetization.
- Optimized loading and scene transitions, improving loading times by approximately 80% and transitions by 60%; reduced a project build from 900+ MB to 100-170 MB using remote asset hosting.
- Built and shipped Android, iOS and WebGL builds; worked with Addressables and OTA updates, and debugged gameplay, networking, physics and platform-specific issues.

Game Developer Intern | Gamecrio Studios Pvt. Ltd. **Oct 2024 – Mar 2025**

- Developed gameplay, UI, animation and multiplayer features across Unity projects; supported debugging, optimization and client-feedback iterations. Converted to full-time.

Family Business – Operations & Management **2020 – 2024**

- Managed day-to-day business operations before transitioning into professional game development.

SELECTED PROJECTS

Last Letter | Unity, C#, Socket.IO, Multiplayer

- Developed the Unity client for a real-time multiplayer game, including private rooms, matchmaking, rematches, leaderboards, reconnection/state recovery and synchronized turn timers.

Bikkie Games Platform | Unity, C#, Socket.IO, WebGL, Addressables

- Developed shared networking, JWT authentication, reconnection, remote asset delivery and OTA update integrations for multiplayer card, physics/slot and HTML5 games.

My Gamer's Life | Unity, C#, Firebase

- Implemented Firebase Authentication/Remote Config, Google Sign-In, daily rewards, character customization and a CSV-driven narrative system. Live on Google Play: **play.google.com/store/apps/details?id=com.game.MyGamerLife**

AI_Fight | Unity, C#, ScriptableObjects, 2D

- Contributed to a 2D tactical hero-collector RPG featuring 6v6 speed-based combat, formations, elemental synergies, hero progression, procedural gear and boss raids.

Children's Financial Literacy Game | Unity, C#, REST APIs, Localization

- Directed development of 10 educational mini-games; implemented shared progression, rewards, OTP/JWT authentication, REST API integration, English/Dominican Spanish localization and tablet UI. Reduced build size from 900+ MB to 100-170 MB using remote assets.

Motion Tracking with Webcam | Unity 6, C#, Python, MediaPipe, OpenCV, UDP

- Built a touchless Unity interface using Python-based hand tracking over UDP/JSON, mapping gestures to a virtual cursor and Unity UI pointer events for gesture-controlled video playback.

Additional Contributions: Space Marshal (gameplay/camera); Pooking Pool (physics debugging); World War, Hitman Sniper and Dead Target (FPS UI, upgrades, animation and VFX). **Portfolio & Gameplay Reels: dhawal-portfolio-rosy.vercel.app** | **Full Gameplay Videos: drive.google.com/drive/folders/1tOU7B0j0posTf24T6YxBZW9aXYCorcix**

EDUCATION & CERTIFICATIONS

Certificate Program in Gaming & Esports (Unity Game Development) | Hero Vired **2024**

B.E. Computer Science | Sinhgad Institute of Technology, Lonavala **2020**