

ANSHAL SINHA *Senior Unity Engineer*

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📍 India



Senior Unity Engineer with 6+ years of experience developing cross-platform games and interactive applications for Android, iOS, PC, macOS, WebGL, and AR. Delivered 10+ commercial Unity projects and contributed to three published mobile games. Experienced in multiplayer networking, gameplay systems, backend integrations, developer tooling, performance optimization, and live-service deployment using Photon Fusion, PlayFab, Epic Online Services, Firebase, REST APIs, Addressables, Asset Bundles, Docker, and Unity Cloud Build. Demonstrated success collaborating with cross-functional teams in Agile environments while mentoring junior engineers through code reviews, debugging, and technical guidance.

Core Skills

Core Engineering & Gameplay

C#, OOP, SOLID Principles, Design Patterns, ScriptableObjects, Unity 6, Unity 2022 LTS, Gameplay Systems, UI, Animation, Physics, AI Systems, Profiling, Performance Optimization

Multiplayer & Backend Services

Photon Fusion 2, Photon PUN, Mirror, Dedicated Servers, Matchmaking, Lobby Systems, PlayFab, CloudScript, Firebase, Epic Online Services (EOS), LootLocker, REST APIs, Authentication, Leaderboards, Cloud Data

Tooling, Performance & DevOps

Unity Profiler, Addressables, Asset Bundles, Memory Optimization, Object Pooling, Async Loading, Custom Editor Tools, Level Editors, Build Automation, Git, Docker, CI/CD, Jira/Linear, TestFlight, Google Play Console, App Store Connect

AI-Assisted Development

Cursor, Claude, OpenAI Codex

Education

B.Tech., Computer Science & Engineering, JECRC University

2017 – 2021 | Jaipur

CGPA: 8.8

Certifications

Unity Junior Programmer

Proctored certification in Unity, C#, and gameplay systems.

🔗 [View Credential](#)

Unity Essentials

Foundational certification in Unity Editor and C# basics.

🔗 [View Credential](#)

Professional Experience

Senior Unity Developer, MunchTechnoZ

03/2024 – Present

- Shipped 5+ commercial Unity titles — including *Pong of Champions*, *Drift Escape: Car vs Cops*, and *Arrow Puzzle Game* — across Android, iOS, PC, and WebGL.
- Architected the multiplayer backbone for *Pong of Champions*: Docker-based dedicated servers on Photon Fusion with REST APIs, supporting scalable session management from dev through production.
- Resolved multiplayer sync and race-condition bugs across *Pong of Champions* and an internal top-down multiplayer prototype through multi-device debugging, improving production stability.
- Integrated Epic Online Services (EOS) and PlayFab into *Pong of Champions* for authentication, stats, achievements, leaderboards, and reconnection handling.
- Integrated XP Network SDK with PlayFab CloudScript for a Shopify-backed in-game commerce workflow.
- Built an internal PlayFab architecture planning tool used across projects for backend estimation and technical planning.
- Managed live releases of *Drift Escape* and *Arrow Puzzle Game* on Google Play and App Store, plus TestFlight builds for multiplayer titles.
- Mentored junior Unity developers via PR reviews, debugging sessions, and architecture guidance across the MunchTechnoZ project portfolio.

Game Developer, TheNineHertz

01/2022 – 03/2024

- Delivered commercial Unity applications from concept to production for international clients, including a multiplayer card game, a [Slither.io](#) -style multiplayer game, and a PUBG-style battle royale title.
- Built gameplay systems, UI features, and reusable C# architecture across these projects, including real-time multiplayer mechanics for the [Slither.io](#) -style and battle royale titles.
- Integrated Firebase, AppsFlyer, authentication, in-app purchases, REST APIs, and third-party SDKs across client projects.
- Built custom Unity Editor tools — including level-design editors and gameplay configuration utilities — improving internal dev workflows.
- Improved CPU, GPU, memory, and load performance across Android, iOS, PC, and WebGL through profiling and architecture refactors.
- Collaborated cross-functionally with designers, artists, QA, backend devs, and clients through the Agile lifecycle.
- Researched and prototyped AR, Web3, MetaMask, and ECS for future product initiatives.

Unity Developer, Mobzway Technologies

01/2021 – 01/2022

- Developed real-money gaming titles, including Poker, Jhandi Munda, and slot games, handling core gameplay logic, turn-based/spin mechanics, and UI workflows.

- Built reusable gameplay components and game-state management systems shared across multiple real-money titles to speed up feature development.
- Implemented multiplayer session handling and synchronization for real-time card game logic across concurrent players.
- Collaborated with backend and design teams to align gameplay mechanics and UI across the real-money and slot game portfolio.

Unity Developer, CERYX Digital

01/2020 – 01/2021

- Developed an AR-based chemistry lab application, implementing interactive AR simulations of chemistry practicals for educational use.
- Built a Ludo-style multiplayer board game, implementing core gameplay logic, turn-based mechanics, and UI systems.
- Debugged and resolved gameplay and AR-tracking issues across both projects, improving stability for production builds.
- Collaborated with cross-functional teams on reusable gameplay systems and client deliverables.

Selected Engineering Highlights

- 6+ years of commercial Unity development experience.
- Delivered **10+ commercial Unity projects**, including contributions to **3 published mobile games** and production applications for Android, iOS, PC, macOS, WebGL, and AR.
- Contributed to 3 published mobile games.
- Built multiplayer systems using Photon Fusion, Mirror, and dedicated servers.
- Developed custom Unity Editor tools to improve development workflows.
- Shipped applications across Android, iOS, PC, macOS, WebGL, and AR.

Featured Engineering Projects

Pong of Champions

- Developed a server-authoritative multiplayer architecture using Photon Fusion and dedicated servers.
- Integrated PlayFab and Epic Online Services for matchmaking, authentication, leaderboards, player statistics, and reconnection workflows.
- Built Docker-based deployment workflows and custom server build tooling for local development and testing.

Drift Escape

- Published an Android racing game featuring custom vehicle controls, AI behavior, gameplay systems, performance optimization, and production release management.

BattleGrounds

- Developed gameplay state machines, player systems, and shrinking-zone mechanics for a multiplayer battle royale prototype.

PlayFab Planning Tool

- Built an internal developer tool to support PlayFab backend architecture planning, service selection, cost estimation, and technical discovery for new projects.

Arrow Escape

- Published an Android puzzle game and built a custom Unity level editor to streamline level creation, testing, and content iteration.