

# Bipin Chandra

Senior Unity Developer | Mobile Game Developer | WebGL & Multiplayer Specialist

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## Professional Summary

Senior Unity Developer with 10+ years of experience specializing in designing and developing mobile and multiplayer games. Expertise in Unity, C#, Firebase, and PlayFab. Successfully delivered over 100 games. Focus areas include performance optimization, cross-team collaboration, and high-quality game production.

## Core Competencies

**Game Dev:** Unity, C#, game mechanics, level design, mobile/VR/AR, playable ads, scripting

**Platforms:** WebGL, Android, iOS, Firebase, PlayFab, Git

**Engineering:** Performance/asset optimization, microservices, API design, software architecture, TDD, code reviews

**Multiplayer & Quality:** Networking, pathfinding, physics, monetization, gameplay testing

**Leadership:** Project management, Scrum, remote team leadership, cross-functional collaboration, client communication

## Professional Experience

### Development Team Lead

January 2020 – Present

#### Virtual Employee Private Limited

- Lead a team of 3+ Unity developers delivering mobile, WebGL, and multiplayer game projects.
- Delivered 100+ games across Android, iOS, and WebGL platforms using Unity and C#.
- Integrated PlayFab and Firebase for authentication, cloud storage, real-time analytics, and LiveOps systems.
- Managed planning, Scrum coordination, client communication, testing, delivery, and release readiness.

## Senior Software Engineer

January 2018 – December 2019

### Virtual Employee Private Limited

- Built and shipped Unity mobile games for Android and iOS using C# and end-to-end deployment workflows.
  - Designed and implemented gameplay mechanics, UI systems, reusable architecture, and level logic.
  - Managed production builds and successfully published apps on the Apple App Store and Google Play Store.
  - Collaborated with designers, artists, QA teams, and stakeholders to deliver stable, high-quality game releases.
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## Senior Game Developer

2017 – 2018

### Skyjuju LLC

- Implemented Unity gameplay features, UI components, physics-based interactions, and mobile systems.
  - Improved performance by 20% through profiling, script optimization, and asset optimization.
  - Executed gameplay testing, resolved bugs, and supported production build releases.
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## Game Developer

2015 – 2017

### DazzledApps

- Built Android and iOS games using Unity and C#.
  - Created gameplay systems, player interactions, mobile-friendly UI flows, and optimized assets.
  - Supported testing, debugging, performance improvements, and release preparation.
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## Selected Projects

### Word Search Real Money

Built word puzzle features, UI flows, bug fixes, mobile build support, and App Store release preparation.


### Block Puzzle Cash

Contributed to puzzle mechanics, platform readiness, gameplay testing, performance tuning, and publishing support.

### Fruit Fighter

Built gameplay systems, mobile UI, production builds, and release workflow support.

## Awards & Recognition

 **Earned “Most Valued Employee” (2022)** — for delivering exceptional results and driving high-impact team contributions.

## Education

### **Bachelor of Technology in Computer Science**

IIMT Engineering College | 2009 – 2012

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### **Diploma in Computer Science**

Government Polytechnic Srinagar Garhwal | 2006 – 2009

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### **Senior Secondary - Physics, Chemistry, and Mathematics**

TGIC Chopta, Rudraprayag | 2000 – 2006

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