

Rohan Gajjar

Unity Game Engineer | Multiplayer • Mobile • Game Systems

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EXPERIENCE

Fredd Studios - (Remote) Dubai, UAE

December 2024 - March 2026

Junior Game Engineer

- Built reusable and optimized Gameplay systems for **YourStupidMonkeyPet Game**, a cross-platform social pet game targeting **Telegram WebGL, Android, and iOS**.
- Developed **8 Mini-Games** using **Observer pattern and Event-Driven architecture** and reusing the UI for each game.
- Reduced API Backend calls by **27%**, player data persistence, and wallet-related gameplay features.
- Cut **WEB-GL build size to 78 MB** by use of **Addressables** & improved memory using Dynamic Scene loading.
- Worked closely with the **founder** on gameplay, backend integration, QA, and collaborated with **Designer/3D Artist** to enhance 3D world and moved core gameplay validation into **Supabase RPC functions** to reduce client-side tampering risk and improve backend-controlled logic.

RG Studios (Fiverr Freelancer) - Ahmedabad, India

February 2024 - December 2024

Game Developer

- Delivered **10+ client projects** while coordinating with remote clients across on gameplay, multiplayer, casual, puzzle, mobile, and WebGL games, covering gameplay systems, bug fixes, and release support.
- Built production features using **C#, Photon PUN 2, Firebase, Unity IAP, ads, analytics, authentication, and leaderboard systems**.
- Converted single-player game concepts into online multiplayer experiences with Photon rooms, player **synchronization, reconnect handling, and voice chat**.
- Resolved gameplay, UI, multiplayer, and publishing issues to help prepare builds for the **App Store, Play Store, and WebGL** deployment.

Invisible Fiction - Ahmedabad, India

July 2023 - February 2024

Game Developer Intern

- Worked under senior developer on **Card Jacks** Game implementing Bots with different difficulty levels and syncing them across the network.
- Used **greedy algorithms** for bot decision-making while improving UI flow and testing multiplayer gameplay stability.

PROJECTS

[Full portfolio](#)

- **Your Stupid Monkey** - Solved one-off mini-game complexity by building **reusable event-driven** Unity systems, Supabase-connected progression, and wallet flows, enabling **8+ mini-games** across Telegram WebGL, Android, and iOS with smoother cross-platform delivery.
- **Decipher: Word Puzzle** - Transformed a simple cipher mechanic into a production-ready puzzle game by adding **UTC daily puzzles, Firebase cloud saves/leaderboards, ads/IAP**, & cross-platform Android, iOS, and WebGL support, improving retention and release readiness.
- **Impostor Party** - Built **4 polished party games**, including **2 Photon multiplayer modes with voice chat** and 2 local friend-play modes, by creating reusable room, UI, ads, and IAP systems, enabling a production-ready mobile social game experience.
- **Rohan's Tax Services** - Replaced manual email-based tax document sharing by building a secure Flutter client portal with **.NET 9 APIs, JWT permissions, encrypted AWS S3 storage, & DynamoDB workflows**, shipping across Web, Android, & iOS.

EDUCATION

Gujarat Technological University - Ahmedabad, Gujarat

2021 - 2025

Bachelor of Engineering in Computer Science and Technology (B.E. CSE)

- CGPA - 9.41 / 10

SKILLS

Programming Languages: C#, C++, Dart, Java, SQL, JavaScript, Java.

Game Tech: Unity, Photon PUN 2/Voice, Mirror, Firebase, Supabase, .NET, REST APIs, AWS, Addressables, DOTween, Ads/IAP, Analytics, Git, CI/CD, OOP, SOLID.