

Priyanshu Verma

Game Developer

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Skills

Unity	C#
Version Control	OOP
SOLID	Design Patterns
DoTween	Zenject
Firebase	Agile
GitHub CI/CD	

Education

CMR University, Bangalore

BCA (Games and Mobile App Development)
2018–2021

Kairali School, Ranchi

AISSCE (12th grade High School)
2017–2018

Certifications

First Person Shooter With Unity
and C# – Udemy

[LinkedIn](#)



[Portfolio](#)



About me

Game Developer with 4 years of experience in Unity. Passionate about crafting immersive and scalable game experiences.

Experience

Unity Developer | Boom Games

Jul 2025 – Sept 2025

Implemented KYC feature in RummyVerse and resolved app related bugs.

Unity Engineer | Gajabuja

Jan 2025 – Apr 2025

Worked on gameplay features and UI improvements for Anagram Crossword. Fixed bugs from Firebase Crashlytics, improved app stability, and maintained clean code. Used Firebase, GitHub CI/CD, and Xcode for testing and deployment.

Unity Developer | Tech Alchemy

Mar 2023 – Jun 2024

Developed Unity games for web and mobile with clean UI/UX and smooth gameplay. Built core systems in C#, integrated Web3Auth, and managed Play Store deployments. Handled in-app browser communication by utilizing Unity WebView and regular optimization.

Game Developer | Totality Corp

Feb 2021 – Feb 2023

Built multiplayer games like RannBhumi using Photon. Developed mobile-optimized voxel games and Rummy utilizing Unity Relay, Lobby, and Netcode. Handled UI, sound, level integration, and performance profiling. Collaborated with teams and mentored juniors.

Roblox Game Developer | Totality Corp

Nov 2020 – Feb 2021

Developed and tested core gameplay for Paint Slinger on Roblox using Lua. Built client-server systems, collaborated with design and art teams.