

Ujjawal Saini

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Summary

Game Developer passionate about mobile gaming with experience on games reaching 1 million+ users. Skilled in gameplay mechanics, optimization, and adapting to diverse development challenges.

Work Experience

- Indie Game Developer / Freelance**
Delivered freelance work for 10+ clients (including PlayVerse and SuperBullet AI)
Contributed to a live game with 5K+ CCU, writing scalable frontend and backend code.
Shipped personal games like 1 iq vs 9999 iq , *Frag Boom*, *Guess Wrong Die*, and *Knife Rivals*.

(Feb 2025 - Present)
- Games Infinity Studio**
(Game programmer)
Worked on a multiplayer social game SkyDiving. Learned prototype building
Developed FTUE tutorial systems, wrote module code in lua and made several systems like pet , inventory, leaderboard , egg hatching etc.

(April 2026 - June 2026)
- Audify**
(Unity Developer 1)
Contributed to successful mobile games: FootBall World , Bus Jam, Tile Match
Built UI systems and tools to increase team productivity
Developed gameplay mechanics and learned how mobile games grow from 0 to 1
Optimized game performance for Android devices

(Feb 2025 - March 2026)
- Flying Ant Studios**
(Unity Programmer Intern)
Built mid-core, casual, and educational games using Unity.
Reduced WebGL build size by 70% through deep performance optimization.
Developed a fully interactive educational game independently.

(Aug 2024 - Jan 2025)

Skills

Languages: C# , Lua , Verse , C , Java
Core Concepts: Photon Fusion , Netcode, OOPS, AI Programming, Game Design
Engines Unity Engine , Roblox Engine, Unreal Engine (UEFN)
Tools: Git , Plastic SCM, Unity Profiler, Blender, DaVinci Resolve

Projects

(Portfolio Link -[MyPortfolio](#))

- Journey of Zero**
 - Participated in a 2-day game jam (IGDC) to make a math game !
 - Used assets like FEEL , DOTween to enhance better player movement
 - Player mechanics are totally unique , it's something I came up with in my dream and implemented it.
- Space Fighter**
 - Made a fighting game in Unity , used State Machine code architecture for both player and enemy.
 - Managed code flow in a better way through events and scriptable objects. Developed attack patterns and special power ups of player and enemy
- Snake game run by ML-agents**
 - Made a snake-based competitive game where a player is a snake competing with other AI snakes.
 - Used machine learning (ML-agents) to train enemy snakes behaviour
 - Used reinforcement learning algorithm here

Education

- Chaudhary Charan Singh University**
(Bachelor of Computer Applications)

(Sep 2022 - May 2025)