Apoorv Mishra

Unity Game Developer

✉ apoorvmishra05@gmail.com | 📞 +91 7302634798 | 📍 Noida, India

🔗 linkedin.com/in/apoorv-mishra | 🌐 [Checkout my website!](#)

Professional Summary

Unity Game Developer with 4+ years of experience across **mobile, VR, and PC game development**. Delivered **Epic MegaGrant** and **IFA-funded** projects by leading technical architecture, performance optimization, and immersive gameplay design. Known for building **scalable plug-and-play systems** that accelerate production, mentoring peers in Unity workflows, and aligning cross-functional teams to deliver polished and commercially viable titles. Adept at balancing **technical leadership, hands-on coding, and strategic decision-making**.

Core Skills

- Unity 3D/2D Engine & C# (Expert)

- Gameplay & Systems Architecture

- Cross-Platform Development (Mobile, VR, PC)

- Performance Optimization & Profiling

- Modular Frameworks & Tooling for Rapid Prototyping

- Monetization (Ads, IAP) & Analytics Integration (Firebase, AWS, Ad Mediation)

- Procedural & 2D/3D Animation (Unity Animator)

- Code Reviews, Best Practices & Mentorship

- Agile/Scrum Development & Cross-Functional Collaboration

Professional Experience

Unity Developer
Vapronix Web — Noida, India | Feb 2025 – Present

- **Led** development of reusable **plug-and-play Unity modules** (quests, notifications, analytics, monetization) and **standardized** integration patterns across multiple projects, improving reuse and delivery speed.

- **Introduced** A/B testing architecture and **drove** data-backed iteration, **improving retention by ~12%**.

- **Shipped** multiple production features while **maintaining** healthy release cycles and stability across live apps.

- **Optimized** performance via profiling and build/asset tuning, **cutting APK size by 20MB** and **reducing load times by ~30%**.

- **Mentored** teammates through code reviews and Unity workflow guidance, **raising team delivery efficiency by ~20%**.

- **Cross team mentoring** on Unity animations to design team, enabling in engine animations, **reducing final app size**.

- **Integrated** IAPs, platform-specific native features, and new ad SDKs across **Word Zenith** and **IMHO**, improving monetization/readiness for release.

Game Dev Generalist
Oddjoint — Goa, India | Jun 2023 – Jan 2025

- Co-led development of *Kai's Dream* (Epic MegaGrant) using Unreal Engine, delivering PC and mobile narrative-driven prototypes.

- Led development of an **IFA-funded VR project**, a highly optimised open world for mobile VR.

- Built **automation pipelines for cross-platform builds and asset integration**, reducing build errors by ~25%.

- Partnered with artists and writers to deliver **emotionally impactful gameplay systems** aligned with creative vision.

Independent Game Developer
Self-employed — Lucknow, India | Jan 2025 – Feb 2025

- Designed and developed *Red Hot Ball*, a hyper-casual 2D platformer, delivering **market-ready prototypes** with monetization and analytics integration.

- Managed end-to-end development including mechanics, visuals, sound, and documentation for publisher pitches.

- Applied **data-driven balancing and testing** to improve retention and user engagement.

Software Developer
Wipro — Pune, India | Jan 2022 – July 2023

- Developed an **automation system for inventory management**, reducing manual workload by ~40%.

- Collaborated with cross-functional stakeholders to design scalable and reusable modules.

- Strengthened software reliability by implementing event/error logging and process monitoring.

Education

Bachelor of Technology in Computer Science and Engineering
Dr. A.P.J. Abdul Kalam Technical University — Lucknow, India | 2021
CGPA: 7.4
Relevant Coursework: Computer Graphics, Game Development, Data Structures & Algorithms