

# Narendra Kumar Jha

Unity Multiplayer and XR Developer

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## PROFESSIONAL SUMMARY

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Unity Developer with 4+ years of experience engineering multiplayer, XR, and blockchain-integrated game systems. Expert in scalable gameplay architecture, real-time networking, and performance-driven development across mobile and cross-platform environments.

## EXPERIENCE

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### Freelance Game Developer | Self-Employed

Jan 2024 – Present • Delhi, India

- Delivered custom Unity game development projects for clients across mobile and PC platforms.
- Implemented gameplay features, UI systems, and performance optimizations across diverse game genres.

### Lead Game Developer | IntoTheVerse Inc.

Jan 2024 – Mar 2026 • Delhi, India

- Led end-to-end development of "Intrant Inferis," a rogue-like action dungeon mobile RPG.
- Architected scalable gameplay systems, including combat mechanics, enemy AI, and player progression frameworks.
- Collaborated closely with blockchain developers to integrate on-chain features into the Unity game client.
- Managed project milestones, sprint planning, and cross-functional coordination across development cycles.

### Unity Developer | Abhiwan Technology Pvt Ltd.

Aug 2022 – Dec 2023 • Delhi, India

- Worked as lead game developer on Intrant Inferis, an on-chain rogue-like RPG built with Unity and Solana Blockchain.
- Integrated blockchain-side features into the Unity game client, including on-chain asset ownership and wallet authentication flows.
- Optimized game performance for mobile; upheld code quality using OOP principles and version control.
- Worked across Augmented Reality, Virtual Reality (Oculus Quest 2), WebRTC networking, and RPG game projects.
- Built foundational skills in version control, OOP-based code architecture, and cross-platform development.

### Unity Developer | Compact Gyan

Apr 2022 – Oct 2022 • India

- Developed an EdTech learning application using Unity, enabling interactive and engaging educational experiences.

## PROJECTS

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### Sushi-Nads *Nov 2025 – Mar 2026*

Overcooked-style cooking management game fully integrated into the Web3 ecosystem. Built for cross-platform play (Android & WebGL), featuring arcade-style culinary gameplay with blockchain features — social account login, Chef NFT minting, and gameplay session management on the Monad testnet.

**Tech:** Unity 3D, C#, WebGL, Privy (Auth & Embedded Wallets), Monad Testnet, REST APIs

### Furi-Fighter *May 2024 – Sep 2024*

Fast-paced multiplayer battle royale game inspired by Zooba, featuring diverse animal characters and unique weapon combat systems. Engineered scalable backend infrastructure using PlayFab for player progression, matchmaking, and data management, alongside dedicated servers for real-time multiplayer synchronisation.

**Tech:** Unity, C#, PlayFab, Photon, Dedicated Servers, Multiplayer

#### **APT-Horse** *Feb 2024 – Apr 2024*

On-chain multiplayer racing game built with Unity and C#. Integrated complex blockchain mechanics for provably fair randomness, implemented real-time gameplay simulation, and designed an economic player staking system for competitive engagement.

**Tech:** Unity, C#, Aptos Blockchain, Multiplayer, Web3

#### **Intrant Inferis** *Sep 2023 – May 2024*

Free-to-play on-chain rogue-like action RPG powered by Solana. Focused on bridging Web2 UX with Web3 by featuring automated reward distribution, fully on-chain wager duels, weekly challenges, and a seamless mobile-accessible infrastructure.

**Tech:** Unity, C#, Solana, Mirror, Cinemachine, Navmesh, Timeline

#### **Cyber Strike VR** *May 2022 – Jul 2022*

Intense VR rhythm-combat game inspired by Beat Saber. Players dual-wield a laser blaster and energy sword to shoot and slash approaching targets. Features precision collision detection, fluid saber physics, and a fast-paced timer-based scoring system.

**Tech:** Unity 3D, C#, Oculus VR

#### **Human Anatomy AR** *Mar 2022 – Apr 2022*

Educational AR application designed to teach human anatomy interactively. Augments a detailed 3D human model into the user's environment with dynamic world-space UI labels identifying biological regions.

**Tech:** Unity 3D, C#, AR Foundation, Educational Tech

#### **AR Portal** *Apr 2021 – Jun 2021*

Immersive AR portal application using AR Foundation. Users scan real-world surfaces to spawn and step through a virtual doorway into completely different 360° environments, ranging from cosmic spacescapes to fully-furnished virtual rooms.

**Tech:** Unity 3D, C#, AR Foundation, Augmented Reality

## **EDUCATION**

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### **Bachelor of Technology (B.Tech) — Computer Science & Engineering**

*Jaypee University of Engineering and Technology • 2019 – 2023*

## **SKILLS & TECHNOLOGIES**

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**Game Engines:** Unity3D, Mobile Game Development (iOS, Android, WebGL)

**Blockchain Integration:** Solana, Aptos, Monad — game-side integration of on-chain assets, wallet auth, NFT minting, and blockchain APIs

**Multiplayer & Networking:** Photon, Mirror, PlayFab, Dedicated Servers, WebRTC, Real-time Networking

**XR Development:** Augmented Reality (AR Foundation), Virtual Reality (Oculus Quest 2)

**Other:** C#, OOP, Git, Cinemachine, Navmesh, Timeline, REST APIs, Game Architecture, Combat & Progression Systems