

MILAN BHIKADIYA

Game Programmer

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SUMMARY

Game Programmer with 4+ years of experience creating games across puzzle, idle, multiplayer, FPS, hyper-casual, AR/VR, real-time betting, narrative and hybrid applications. Skilled in gameplay systems, performance optimization and cross-platform deployment (WebGL, Android, iOS, VR). Prioritises smooth player experience, clean architecture and maintainable, efficient code.

EXPERIENCE

- 02/2024 - Present

Ahmedabad, Gujarat

Game Programmer

FunCell Games

A game development company focusing on idle, puzzle, AR/VR, multiplayer, and narrative games.

- Live Projects: Elevator Shuffle, Fruit Sort, Dream Job, Table Tangle, Carnival Ride Sort
 - Optimized WebGL apps (desktop, mobile, VR) with focus on physics, performance bottlenecks & memory management.
 - Built AR-VR games with CCD, Addressables & REST APIs, ensuring efficient asset streaming.
 - Worked on multiplayer (Photon PUN2) with real-time chat & voice features.
 - Developed AR mini-games using Unity's CCD system, Addressables, and REST APIs for dynamic asset management
 - Implemented real-time character lip-sync using uLipSync combined with ElevenLabs AI audio
 - Utilized profiling and debugging tools to ensure stability and efficient cross-platform performance
- 02/2023 - 01/2024

Kolkata, West Bengal

Game Programmer

Fusion Techlab

A tech firm developing solutions for betting and gambling platforms

- Live Projects: KheloJeeto
 - Delivered real-money betting platforms with secure payment & scalable architectures
 - Used Socket.IO + REST APIs for ultra-low latency synchronization
 - Engineered real-time betting systems: probability outcomes, high concurrency, payout mechanisms
- 02/2022 - 01/2023

Surat, Gujarat

Game Programmer

Escrow Infotech

A company focused on developing casual gaming experiences

- Live Projects: Car Transform: City Robot, Snow Run: Bridge Ice Race 3D
 - Contributed to hyper-casual game development focusing on fun gameplay mechanics & UI/UX
 - Assisted in level design, balancing & player retention optimization

EDUCATION

- 05/2019 - 06/2023

Gujarat

Bachelor of Engineering

Gyanmanjari Innovative University

SKILLS

Unity	C#	Cross-Platform Development		Multiplayer	Photon	CCD	Socket.IO	REST APIs	
Multithreading		Performance Optimization (Memory, Profiling, Batching)				Idle	Puzzle	Casual	Casino
Hybrid apps		Animation	UI/UX implementation	AI Behaviors		Game Monetization		AR/VR	