

Karan Nandkar

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Profile

Lead Game Developer with 8+ years of experience delivering scalable mobile and PC games using Unity and Unreal Engine (UE4/UE5). Proven expertise in gameplay architecture, performance optimization and end-to-end feature ownership from early prototyping to live operations and post-launch support.

Specialized in building modular, maintainable gameplay systems, leading and mentoring developers and collaborating cross-functionally with design, art, QA and product teams to ship high-quality, player-centric experiences. Strong hands-on experience with server-authoritative multiplayer architectures, live-service pipelines, analytics-driven iteration and data-driven game systems.

Currently working extensively with Unreal Engine 5, focusing on modern production pipelines, runtime optimization and scalable gameplay frameworks aligned with AA/AAA standards. Seeking remote or on-site Lead Game Developer roles with global studios where technical leadership, system-level thinking and measurable product impact are valued.

Work Experience

01/2025 – present
Pune, India

Senior Game Developer P99SOFT Private Limited

Projects: EcoRun (Unity), Yaaro Ki Rasoi (Unreal Engine 5.6)

- Led the development of EcoRun, a Unity-based endless runner, architected with scalable gameplay systems, modular code structure and performance-optimized pipelines for mobile platforms.
- Architected and delivered Yaaro Ki Rasoi, a kitchen simulation game built in Unreal Engine 5.6, leveraging modern UE workflows, high-fidelity environments and robust, extensible gameplay frameworks.
- Designed and implemented core gameplay systems including player controllers, finite state machines, progression and economy systems and reusable gameplay modules to support long-term content and feature expansion.
- Provided hands-on technical leadership, diagnosing and resolving complex gameplay, performance and engine-level integration issues, ensuring production stability and on-time delivery.
- Managed and mentored a cross-functional team of developers, artists and designers, improving collaboration, enforcing engineering best practices and maintaining high code quality standards.
- Owned the end-to-end development pipeline, including technical planning, task breakdown, milestone tracking and production roadmap alignment with creative, timeline and business objectives.
- Acted as the primary liaison between design, art and engineering, translating creative vision into scalable, technically feasible solutions while maintaining quality, performance and delivery commitments.

12/2023 – 12/2024
Bengaluru, India

Game Developer / SDK Engineer (Client Project) P99SOFT Private Limited

K-ID

Unity SDK Development & Gameplay Systems



Unity SDK Development (K-ID Services | Face Age Estimation)

- Architected and delivered a production-ready Unity SDK, serving as a secure API abstraction layer for seamless client-server communication with K-ID services.
- Designed the SDK using a modular, reusable architecture, enabling scalability, maintainability, and rapid integration across multiple Unity projects.
- Implemented optimized API workflows to minimize latency and ensure reliable real-time performance for gameplay and face-based age estimation features.
- Ensured cross-platform compatibility for Unity applications targeting Android, iOS, and Windows, maintaining consistent behavior across devices and OS versions.
- Applied industry best practices in authentication, security, and API integration, supporting privacy-sensitive workflows involving age verification and identity-related data.
- Developed clean, developer-friendly interfaces and documentation, significantly reducing SDK integration time and improving adoption by client engineering teams.
- Led testing, debugging, and validation, ensuring SDK stability, reliability, and production readiness prior to client rollout.
- Worked directly with the client to gather requirements, translate business and compliance needs into technical solutions, and provide post-delivery technical support.

Gameplay Development – Infinite Runner (Unity)

- Designed and implemented core gameplay systems, including obstacles, power-ups, progression mechanics, and difficulty scaling, to drive player engagement and retention.
- Collaborated closely with artists and audio designers to deliver cohesive visuals, animations, and responsive gameplay feedback.
- Conducted structured playtesting and iteration cycles, refining game balance, level pacing, and difficulty curves based on player feedback and internal QA.
- Optimized runtime performance through memory management, bug fixing, and code-level optimizations, ensuring smooth gameplay on mobile devices.

01/2021 – 11/2023

Mumbai, India

SDE 3

Loco - India's Leading Game Streaming Platform

- Led the development of core gameplay systems for a successful multiplayer title, improving player engagement and strengthening in-game monetization through refined mechanics and progression.
- Directed a cross-functional engineering team in delivering a major gameplay feature, contributing to improved player retention and higher daily active usage shortly after release.
- Drove game performance and stability initiatives, resolving critical issues and significantly reducing crashes while improving overall player experience.
- Collaborated closely with product managers and designers to iterate on gameplay mechanics using player feedback, leading to measurable improvements in user satisfaction.
- Demonstrated strong ownership across the full game development lifecycle, from feature planning and implementation to testing, release and post-launch support.
- Established and maintained scalable, testable and well-documented



Work Experience

04/2019 – 01/2021
Mumbai, India

Game SDE 2

Loco - India's Leading Game Streaming Platform

- codebases applying proven design patterns and sound project architecture.
- Applied advanced C# and Unity expertise, leveraging solid object-oriented principles, data structures and performance-aware coding practices.
- Designed and implemented AI systems using Behaviour Trees, enabling flexible and maintainable enemy and NPC behaviors.
- Delivered multiple casual to mid-core multiplayer experiences, showcasing adaptability across genres and player demographics.
- Integrated IAP systems, ad networks and analytics pipelines, aligning technical execution with live-ops and monetization goals.

11/2017 – 03/2019
Mumbai, India

Game Developer

Tap Cube Studios

- Spearheaded the development of numerous Android game projects leveraging Unity engine, encompassing a wide array of genres such as Racing, Platformer and Action.
- Developed and implemented innovative gameplay features, resulting in a 20% increase in player engagement.
- Collaborated with a cross-functional team of artists and designers to create visually stunning game environments and characters, contributing to a 10% increase in positive user reviews.
- Optimized game performance by conducting thorough code reviews and implementing efficient algorithms, resulting in a 30% reduction in loading times and improved overall player experience.
- Led a team of junior developers in the successful delivery of a complex multiplayer game, meeting all project milestones.



Projects

06/2025 – present
Pune, India

Sr. Game Developer

EcoRun – Endless Runner Mobile Game (Unity, C#, PlayFab, URP)

- Architected a modular player system using SOLID principles; separated Input, Movement, and PlayerController logic into dedicated handler scripts.
- Implemented a moving-environment pipeline with tile pooling, segment recycling, and deterministic spawn sequencing for obstacles, collectibles, and power-ups.
- Built coin trail generators and airborne collectible patterns triggered by jump-based power-ups (e.g., Wind Glide) with adaptive altitude and spacing rules.
- Developed a unified scene workflow merging menu + gameplay layers, including scene-safe state machines for transitions and intro/outro animations.
- Integrated PlayFab login, title data, and user data retrieval; implemented

Projects

WaitForAllPlayFabDataAsync to synchronize all remote fetches before gameplay initialization.

- Optimized rendering for mobile: URP tuning, lightmap baking with Bakery, static batching, mesh decimation, texture compression, and material consolidation.
- Resolved CommandBuffer depth-target issues, main-thread API exceptions, and device-specific GPU errors.
- Profiled game performance using Unity Profiler, Frame Debugger, RenderDoc, and custom counters to maintain stable frame times on mid-range Android hardware.
- Built reusable prefabs and pipeline scripts for environment chunks, item spawners, and VFX, ensuring maintainable and scalable project structure.

Play Store: <https://play.google.com/store/apps/details?id=com.p99softgamestudio.projectinfinity&hl=en>

01/2025 – 06/2025
Pune, India

Sr. Game Developer

Yaaro Ki Rasoi - Kitchen Simulation Game (Unreal, C++, Blueprints)

- Engineered modular interaction, cooking, and object-state systems using Actors, Components, and Gameplay Tags for clean extensibility.
- Designed data-driven workflows with DataTables and structs, reducing hard-coded logic and enabling quick designer iteration.
- Eliminated unnecessary Tick usage by converting systems to event-based triggers, improving performance on low-end hardware.
- Optimized Slate/UMG usage by removing binding-heavy widgets, introducing manual invalidation panels, and caching expensive UI data.
- Reduced overall UI cost by profiling Slate traces, minimizing layout passes, and restructuring widgets for fewer redraws.
- Streamlined lighting by using baked/static lighting where possible, grouping emissive surfaces, and optimizing shadow-casting rules.
- Implemented a unified Enhanced Input setup in the Character/Controller pipeline for stable and scalable input handling.
- Optimized asset usage by modularizing character meshes, using efficient LODs, and structuring kitchen props for faster streaming.

Play Store: <https://play.google.com/store/apps/details?id=com.p99softgamesstudio.yaarokirasoi&hl=en>

Skills

Unity

Unreal Engine

C++

C#

Git

SOLID Principles

Design Patterns

Multiplayer networking

Client-Server architecture

Real-Time synchronization

Monetisation

Ad Networks

Game Analytics

Microsoft Azure Playfab

SDK Development

Game Optimization

Hobbies



Gaming



Football



Swimming



Exploring distant lands



Capturing moments

Social Media



@karannandkar



GitHub - CodeKaran13