NAKUL VERMA
SENIOR GAME PROGRAMMER

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OVERVIEW

I don't just solve problems — I design solutions!
BAFTA and **Google** recognized with **10 years** of experience crafting scalable gameplay systems and elegant mechanics — all driven by a mission to push the boundaries of imagination in games.
I've led teams and owned game development **end-to-end**, all by blending **design thinking with techhnical craft.**

SKILLS

- Game Systems Architecture
- Rapid Prototyping
- Custom Editor Tools
- Cloud & Mobile
- Multiplayer / Networked Gameplay
- Build Pipeline Automation
- Game Feel & Polish
- Memory Profiling

PROGRAMMING

- Advanced with **C#**
- Adept with **C++** & JS

TOOLS

- **Unity**, **Cocos**, **Git**, Perforce, Unreal Engine ,**Photon Fusion**, UGS & **Jenkins for CI/CD**, **VS** & **VSCode**, **Github Copilot/Cursor**
- **Notion, Google Docs,** Figma, **Photoshop**, **Premiere**, After Effects

LEADERSHIP

- Code review
- Documentation
- Feature ownership
- Collaboration
- Roadmapping & Prioritization.

EXPERIENCE

FOUNDER & DIRECTOR, PLAYBAE   Present (2019-2026)

In My Shadow *(Puzzle Platformer| PC,Mobile,Console)*

- Developed from scratch, the project achieved global success with over **20K downloads** and collecting **10+ industry awards** and **recognitions**.
- As the sole founder, I secured **funding**, assembled a skilled **team of 9**, directed **design, engineering, & production** while also handling the business and marketing elements.
- Led a multidisciplinary team building every core system—from **gameplay architecture to build pipelines**—leading in a smooth, stable launch.

SENIOR GAMEPLAY ENGINEER, NETFLIX   (2023-2025)

Cozy Grove: Camp Spirit *(Life-Sim | Mobile,Cloud)*

- Rearchitected **gameplay** and **input UX** systems for the cloud port.
- Designed & automated a data-driven **localization pipeline** with **5 custom editor tools for narrative & QA,** collaborating with **3 internal Netflix teams** across the globe to deal with **50K+ strings** in **13 languages.**
- Integrated **analytics** & attribution, optimized **Jenkins CI** pipeline, debugged all kinds of issues across all gameplay systems.

Spirit Crossing *(Life-Sim | Mobile)*

- Refined **Quest UI blueprints** and expanded the **Dialog System in C++**.

MULTIPLAYER GAME DEVELOPER, SMG STUDIO   (2022-2023)

Lego Party *(Local/Online Party | PC, Consoles)*

- Designed and engineered **8 minigame prototypes**, exploring silly party gameplay mechanics in SMG's internal **multiplayer framework** based on **Photon Fusion,** built with strict design guidelines for the **LEGO** brand theme.
- Built **custom editor workflow** in **Unity and Google sheets** to **automate QA Testing plans** for the **80+** minigames, allowing much more efficient runtime testing and easier managing of test reports.

TECHNICAL LEAD, BLOOPBOX   (2018-2019)

Gambler's Den *(Casino Management | Unreleased)*

- **Built, led and mentored** a cross-functional team of **6** to build a casino management game from ground up, defining **core systems**, **economy loops**, and **scalable technical workflows** for the entire team.

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ACHIEVEMENTS

Indie Games Group India Lead
A Google Play Initiative

BAFTA Breakthrough India 2022
Top Selection for Gaming

Game of the Day
Global Feature, Apple App store

Google Indie Games Accelerator
Graduate of 2021 batch

Indie Game of the year
India GDC 2021

Best Puzzle Game
Tencent GWB 2019

Most Innovative Game
IndiePrize Asia 2019

All India Rank 4317
All India Engineering Entrance Exam

EDUCATION

Bachelor of Technology (BTech) in Electronics
PEC University of Technology, 7.8 CGPA
2010-2014

SOCIALS

@playbaegames
gitlab
Linkedin

EXPERIENCE

SENIOR UNITY DEVELOPER, AQUIMO   (2016-2018)

ThinQ Sports MVP *(Social Brain Training | Mobile)*

- Built a **modular Unity architecture** that allowed **subscription based** inclusion of **20+ brain-training minigames** as **live OTA updates**.
- Built the **complete front-end** collaborating with the **backend** team, as well as aligning the gameplay precisely with the vision of **designers and stakeholders**, including a **professional psychologist**.
- Ensured a cohesive set of social features across the minigames such as **Leaderboards**, **Achievements**, user **performance score**.

Live Event Sports Games *(AUBURN LIVE, WHITE SOX LIVE & More)*

- Engineered a scalable **real-time event framework** using **socket-based networking** in Unity, accommodating up to **10,000 simultaneous connections.**
- Delivered live networked gameplay experiences across **5 sports**, meant to be played **live in the stadium,** requiring stable cumulative performance of the participating players.

GAME DEVELOPER, METADESIGN   (2015-2016)

- Solely built **3 online card games (Whot!, Rummy and Teen Patti)** for multiple business clients using various technologies such as **Cocos 2d-JS**, **Appwarp**, **Construct**,
- Crafted **2** single player **casual arcade games** for in-house portfolio.

MORE...

- **More than just a programmer** — a designer at heart who loves when things look, feel, and run beautifully.
- **More than a builder** — guided by symmetry, clarity, and functional beauty in every design.
- **More than a job** — some of my favorite Games are Half-Life, Doom, Gears of War, Counter-Strike, Little Nightmares, Superliminal, Blek, Kami, Firewatch, what remains of Edith Finch.
- **More to life than just work** — fitness, sports, cooking, gardening, coffee, latte art, DIY decor keep me away from the screen for hours!
- **More than myself** — guided by compassion for animals and a conscious, sustainable living.