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(Blog)

Top Skills

Graphic Design

Three.js

Unity

Niraj Karki

Unity developer/ Software Engineer/ Game Developer
Nepal

Summary

I'm a passionate Unity Developer and Software Engineer with 5+ years of professional experience building 2D, 2.5D, 3D, AR, and multiplayer applications. I specialize in Unity and C#, with strong foundations in object-oriented programming, event-driven systems, and agile development workflows.

Over the years, I've worked on a wide range of projects—from multiplayer fishing and lottery games to AR applications using Vuforia, LiDAR scanning, and HMDs. I enjoy solving complex technical problems, optimizing performance, and turning ideas into scalable, production-ready solutions. I've also worked with Addressables, Firebase, sockets, APIs, GraphQL, and backend integrations to deliver efficient, data-driven experiences.

Beyond Unity, I explore web-based 3D technologies like Three.js, Babylon.js, and PlayCanvas, and I'm actively experimenting with AI-driven 3D model generation and custom engine prototypes. I'm comfortable collaborating with designers, artists, clients, and cross-functional teams, and I value clean code, version control, and continuous learning.

I also write about game development and software engineering, sharing what I learn so others can grow faster in this field.

Core strengths:

- Unity & C# game development
- AR / XR & real-time 3D
- Multiplayer & backend integration
- UI systems & gameplay mechanics
- Agile development & Git workflows

I'm always excited to learn new technologies, build meaningful products, and take on challenges that push my skills further. Let's connect and create something impactful.

Experience

Himalogic

Unity Developer

August 2025 - Present (7 months)

Lalitpur District, Nepal

- AR & HMD
- Cube AR tracking with Vuforia
- UI/UX
- Backend integration
- Deep linking
- Localization system
- Firebase integration
- Git with linked submodule
- AI 3D model generation
- Object scanning with Lidar on iOS and server support on Android
- SSO
- Babylonjs/PlayCanvas for web 3D render support
- Three.js for custom engine prototype

NFT

Writer

June 2021 - Present (4 years 9 months)

Writing articles on day to day features added and new things learned through game development and publishing it to my profile as well as through NFT for broader reach so that people can use it to learn how themselves

Ochrebyte Technology

Unity Developer

March 2022 - April 2025 (3 years 2 months)

Lalitpur District, Nepal

- Made multiplayer fishing game using Netcode for gameobjects
- Used Addressables for on-demand asset download
- API and Socket intergration
- Realtime database using Firebase
- Particle system for effects
- Slot games
- Keno games
- Lottery games

- Lotto games
- Fishing games

Novelty Technology

Unity Developer

November 2023 - February 2024 (4 months)

Kathmandu, Bāgmatī, Nepal

- Integrated GraphQL for efficient communication with backend services
- Implemented on-demand file downloading to optimize application performance and reduce initial load size
- Developed and integrated Augmented Reality (AR) features to enhance user engagement and interactivity

CloudFactory.

Employee

October 2020 - May 2022 (1 year 8 months)

- Helping and guiding analyst to solve the problems they face while completing their report
- Making sure that the report sent from client is completed within time
- Researching the layout of the roof along with its properties
- Making Guides and facets as per the roof design
- Proper alignment of the facets so that facet model perfectly fits the 3d model of the roof
- Virtual meetings with senior team to clarify any problems related to modeling.
- Virtual meeting with people choice officer to discuss leadership goals and participation on social works.
- Review the work of analyst to make sure the report done is correct before sending it to the client

GameDevHQ

Professional Unity Developer Program

April 2021 - April 2022 (1 year 1 month)

The Professional Unity Developer Program from GameDevHQ delivers career ready software engineers. The program focuses on using game development as a gateway to software engineering. Students who successfully complete this program are qualified for junior-mid level software engineering roles for the games industry and beyond.

After completing our curriculum, our students are able to do the following:

- Develop and improve various game systems (AI, UI, tools, etc.)
- Code core systems and gameplay mechanics
- Implement game features and systems in Unity/C#
- Architect event driven systems
- Experienced with Agile development
- Experienced with Git/Github
- Experience publishing multiple game titles
- Work well with designers and artists

C# concepts mastered include the following:

- Classes
- Static Types
- Enums
- Dictionaries
- Abstract Classes and Interfaces
- Delegates and Events
- LINQ
- Game Programming Design Patterns
- Scriptable Objects
- Unity Web Requests

All projects created by the student in this program demonstrate a high-level mastery of the Unity platform as well as the full software development life cycle. The curriculum completed includes the following:

- 2D Vertical Shooter
- 2.5D Platformer
- First-Person Shooter
- 2D Mobile Game Development
- Augmented Reality
- Enterprise App solutions with AWS Integration
- Unity Profiler and Optimization

Nepal Realistic Solution Pvt. Ltd

Trainee

January 2020 - April 2020 (4 months)

kumari pati

- Creating Facebook post

- Marking the seminar and help list the companies that are willing to join the seminar
- Created sales tracking system using .Net

Gundu English Secondary School

Computer Teacher

February 2019 - November 2019 (10 months)

Bhaktapur, Nepal

- Teaching students of grade 8, 9 and 10 computer science
- Help the School in-charge on any activities the school organizes

Education

Sunshine higher secondary school

+2, Science · (2015 - 2017)

ISMT

· (2018 - 2021)

Gundu English Secondary School

SLC, Computer Science · (2007 - 2015)