

# Pawan Sharma

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<https://github.com/karma01> • <https://www.pawansharma01.com.np>

• <https://play.google.com/store/apps/dev?id=7607683689306188441&hl=en>

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**Nepal College of Information Technology**

**Kathmandu, Nepal**

**Bachelor's in software engineering.**

**Relevant Courses:** Computer Organization, Data Structures, Foundations of Programming, Algorithms & Analysis

## TECHNICAL SKILLS

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**Programming Skills:** .NET core, C# with Unity (Advanced), Multiplayer with Netcode (Advanced), Unity CI/CD

**Operating Systems:** Windows XP/Vista/7/8/10, Linux

## HIGHLIGHTED PROJECTS

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### LinkBrain | Personally shipped

- An open source .NET Aspire project that allows users to save URL and lets user chat using Natural language
- Turns static website into searchable intelligent layer
- Tech stack: .NET 9, Redis, RAG, playwright

### SPLIT | Personally shipped

**Dec 2025**

- 2D physics-based game with shop system, ads and leaderboards systems
- Core Mechanics: Control two orbs based on forces

### Ludo Match | Company shipped title

**Feb 2024**

- Multiplayer Ludo game with multiplayer, and local supported, 5M+ downloads
- My Works: Handled Multiplayer systems and mini games creations

### Project Dyslexia | Ambition hackathon

**Aug 2025**

- Edu-game built in unity made in a day for teaching kids
- In Game voice and feedback through Gemini Api with backend integration

### Hide Seek 3D | Personal Project

**Feb 2025**

- Multiplayer 3D game where players can tag other player by throwing ballons and survive till the countdown
- Unity Relay for multiplayer

**All of my projects sample videos are posted in my linkedin profile mentioned above and some are open source in my github.**

## WORK EXPERIENCE

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### Junior-Mid Game C# Developer | Yarsa Labs | Kathmandu, Nepal

**2023- late 2024**

- Improving existing Unity Systems and upgrading UI through Dotween
- Made Mini Games designed for retention and integration into bigger projects
- Handled core games

**Mid-Senior Unity Engineer | Garud Lab (formerly Ochrebyte Tech) | Texas, United States**

**Jan 2025- Present**

- Lead engineer on Nova, a white-label Unity 6 platform that ships as three operator brands (Nova, JUWA Vault, Game Vault) from one codebase, spanning 30+ slot titles and a 4-player real-time multiplayer fishing suite
- Built server-authoritative multiplayer on Netcode for GameObjects (30 Hz) with EdgeGap matchmaking, backfill, and mobile reconnection handling
- Designed the Addressables and CCD content pipeline that kept install size under 75 MB across the full game roster
- Owned CI/CD for rapid multi-brand releases; integrated REST and WebSocket (socket.io) backends with UniTask-based async
- Defined the extensible architecture (per-game BaseSlotController ownership) that onboards a new game in hours and a new operator brand with configuration only