Imai Jiro

Game Developer

🔗 *https://imaijiro.github.io/Profile-Website/*

I am proficient in using Unity and Unreal Engine, and have successfully delivered projects across various platforms including mobile (iOS, Android), WebGL, and PC.

Throughout my career, I have worked on a wide range of projects, from educational and casual games to complex multiplayer and blockchain-based experiences.

My expertise in C#, C++, Node.js, and Blueprint scripting, combined with my ability to manage both client and server-side development, allows me to deliver fully integrated game systems.

I am also skilled in implementing in-game payment systems, virtual economies, and user authentication, ensuring a seamless and engaging user experience.

Unity 90%

Unreal Engine 90%

C# 90%

C++ 90%

UI/UX Design 90%

Maya, 3D, Animation 90%

Godot 80%

Work History

Pulsar
Twelve Random Words – FZCO | Feb 2025 – Aug 2025

Technology : Unreal Engine (UE5.6), C++, NodeJS, Metaverse, NFT integration.

Role : Unreal Engine Marketplace Developer.

Project Overview : Pulsar is a next-generation Unreal Engine 5.6 project focused on delivering a high-fidelity interactive experience that blends immersive gameplay, metaverse-driven systems, and blockchain-enabled features. As a core developer on the project, I contributed to multiple aspects of the production pipeline, including C++ gameplay development**,** NFT integration, and backend connectivity using Node.js.

Work Reference: *https://drive.google.com/drive/folders/1-OZA22dkyEgLS95Js0HXf2rO7f2tS3wQ*

YDI-eMetaverse
Florida, US, Remote | Sep,2023 – Feb,2024

Technology : Unreal Engine (UE5.3), VR-Quest Pro.

Role : Metaverse Total Manager (Remote).

Project Overview : YDI-eMetaverse is a cutting-edge virtual city developed using Unreal Engine 5.3, designed to provide immersive experiences through the use of VR-Quest Pro. As the Metaverse Total Manager, I was responsible for overseeing the complete development lifecycle, ensuring seamless integration of the city environment with VR technologies. This project delivers a highly interactive virtual world with lifelike 3D models, engaging environments, and real-time interaction capabilities that enhance the user's virtual experience.

Work Reference: *https://drive.google.com/drive/folders/1zpCZBMUYZgA_WCZuo4nmZYXWTiQI-2nG*

RunnerRunner Poker

Do Big Studios, Remote | Apr,2024 – Present

Technology : Unity, SFX Server (for multiplayer), AWS Hosting.

Role : Unity Developer (Remote).

Project Overview : Runner Runner Poker, a multiplayer poker game designed for mobile platforms (Android and iOS). The game features real-time gameplay powered by the SFX Server for seamless multiplayer functionality. Deployed and hosted backend infrastructure on AWS, ensuring scalability, reliability, and high performance. Integrated intuitive UI/UX designs for an engaging player experience and implemented optimizations for cross-platform compatibility.

Work Reference: *https://drive.google.com/drive/folders/1hhALDMgOdUo4wpqu6p3_h255PfwUEbbM*

Sanko Poker

SankoDreamMachine, Remote | Feb,2023 – Aug,2023

Technology : Unity-Blockchain Integration Developer.

Key features : Blockchain Integration, Multiplayer Gameplay, Game Client Development, Admin Panel, Database.

Project Overview : SankoPoker is a cutting-edge Play-to-Earn (P2E) multiplayer poker game built using Unity, with integration into both Arbitrum and Ethereum blockchains. The game offers a seamless poker experience for players, with blockchain functionality enabling secure transactions and reward systems for its users.

Work Reference: *https://drive.google.com/drive/folders/1OJnpfy1gNeQ0el9KVAHr2PNIlt_Dvaww*

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SequinAR, Remote | Jan,2022 – Jan,2023

Technology : UE5 UI developer (BluePrint & C++) Remote.

Key features : Blockchain Integration, Multiplayer Gameplay, Game Client Development, Admin Panel, Database.

Project Overview : A metaverse project blending immersive 3D environments with blockchain integration, leveraging the Solana network for decentralized features. Focused on building and refining the user interface (UI) for seamless interaction and intuitive navigation within a photorealistic virtual world. Utilized UE5 to deliver high-quality visuals and optimized performance. Collaborated with the team to implement blockchain-based functionalities such as wallet integration and asset management.

Work Reference: *https://www.sequinar.com/*

Fire Kirin 2023 | Casino & Game

Adex, Remote | Oct,2022 – Jan,2023

Role : Unity Developer (Remote).

Key features : Unity, C#, Firebase.

Project Overview : This project involved developing a multi-casino game with a combination of 25 mini-slot games and 15 fishing games. The focus was on creating an immersive experience for users, with engaging gameplay mechanics and visually appealing elements. I integrated Firebase to manage backend operations, including user data, real-time game analytics, and in-app purchases..

Work Reference : *https:// drive.google.com/drive/folders/1ubrrzmcL2mLkLgULbPm2T2zg5nPkuMku*

AR Measurement

Role : Unity AR + Backend (Firebase) Developer.

Key features : Unity (C#), Firebase, AR.

Project Overview : The AR Measurement app is a cutting-edge tool that enables users to measure distances in 3D space using augmented reality (AR) technology. The app leverages Unity to create an intuitive and interactive AR experience, allowing users to make precise measurements in real-world environments.

Work Reference: *https://drive.google.com/drive/folders/1IF3egJyiDMBinZyA4yHQUNZVLsbQUDRp*

Etourney

Role : Unity AR + Backend (Firebase) Developer.

Key features : Unity (C#), Firebase, Multiplayer.

Project Overview : Etourney is an engaging multiplayer bubble shooting game with tournament features, built using Unity and C#. I was responsible for the entire game development, integrating Photon networking for real-time multiplayer functionality, ensuring seamless and competitive player experiences. This project involved designing and implementing gameplay mechanics, handling network synchronization, and optimizing the game for various devices.

Work Reference: *https://drive.google.com/drive/folders/1axIni6EYaXNobbt6vtHbL64l9Ufy6XF6*

S+ Intelligent

Role : Unity Developer (Remote).

Key features : Unity, C#, Google Analytics, Firebase.

Project Overview : S+ Intelligent is an educational game designed for children, combining Sudoku, CardPlay, and WordCross puzzles to promote cognitive development. As the primary Unity developer, I integrated various Unity assets from the Asset Store, developed an in-game currency system, and added a daily reward system to encourage player engagement. The game also features Firebase integration for user data management and tracking. Additionally, Google Analytics was used for monitoring player interaction and behavior within the app, helping optimize the game's performance.

Work Reference: *https://drive.google.com/drive/folders/1voZJ-L_5SDjGgzGsLjYnM2t8n48qKoj5*