

Experience

Pragmatic Play, Noida

Mar 2023 - Present

Game Developer

- Developed multiple slot game prototypes using C# and JavaScript; Implemented game logic and features according to prescribed mathematical models and design specifications.
- Validated mathematical accuracy and functionality of offline slot game prototypes before transitioning to the server team.

Byju's, Bangalore (Remote)

Feb 2021 - Feb 2023

Game Developer (6 month Internship + Full Time)

- Led the development of **64 games**; Orchestrating gameplay elements in Cocos Creator per functional specs for **4M+ kids**.
- Prototyped **9 3D simulations** with respect to predetermined specifications for Aakash classroom and Byju's Virtual Labs.
- Constructed educational proof of concepts aimed toward students from classes 4th to 12th.
- Engineered and improved UI animation scripts as part of **gameplay modules** to amend efficiency by **25%**.
- Awarded for Ownership and Accountability in the team category (58 team participants).

Stareout Games, Hyderabad (Remote)

Jun 2020 - Feb 2021

Unity Game Developer Intern

- Delivered 14 game prototypes, six of which were chosen for user testing.
- Worked on ragdoll as part of the physics module; Augmented graphics through **shaders** and **particle** effects.
- Increased user **retention by 24%** and **landing page rate by 50%** by utilizing CPI and Retention as performance metrics.

Inept Studio, Delhi

Oct 2018 - Nov 2019

Game Developer and Co-Founder

- Innovated 9 hyper-casual games and prototypes; Integrated all games with SDKs for analytics; User testing was done in collaboration with Voodoo, Lion Studios, and Crazy Labs.
- Worked on graphic enhancements of 2 pre-existing games; Reduced CPIs of \$0.9 and \$0.76 to \$0.3.

Additional Experience

Arioch INC, California (Remote)

Mar 2021 - Jun 2022

Freelance Game Developer

- Designed and developed 8 hyper-casual games achieving significant CPI reductions on Facebook and TikTok.
- Garnered **245k+** downloads on **Gorilla Chase** on iOS and **260k+** downloads on android. Obtained CPI of **\$0.11**.
- Teamed with other developers and assisted in game mechanics and integrating various SDKs: Mopub, Applovin Max, Firebase Analytics, Firebase Messaging, One Signal, Tenjin, and AppsFlyer.
- Built custom scripts for Arioch challenge, shop, and in-app purchases which **reduced the time** for upcoming games by **30%**.
- Analyzed user insights to enhance game mechanics and UI/UX, improving conversions by 10%.

Independent Freelance (Individual Clients)

Jan 2020 - Apr 2020

- Produced an online Ludo game with a create-room feature for adding upto 4 players/bots.
- Created a hyper-compact game including 4 mini-games: basketball shooter, bike racer, skateboard runner, and pool. All 2D and 3D assets were created in blender and photoshop.

Skills

- **Languages:** C#, TypeScript, JavaScript, C/C++
- **Platforms:** Unity (2D, 3D, URP), Cocos Creator (2D, 3D), Visual Studio Code
- **Additional Tools:** Blender, Adobe Photoshop, Adobe Illustrator, Git, SVN, Xcode

Achievements

- Successfully contributed on **64 educational games**, **30 hyper-casual games** and **37 prototypes** within a span of 4 years.
- Achieved **16k+** downloads on **Scared Of Heights** and **17k+ organic downloads** on **Squid Game Challenge** on the Play Store.

Project

Football.io 3D (Team size: 2)

- Multiplayer game with a kick-out zone with decreasing radius and last-man-standing winner.
- Implemented behavioral algorithms for bot strategy against computer gameplay.

Education

Bachelor of Technology, Computer Science

Aug 2017 - May 2021

B.M. Institute of Engineering and Technology (GGSIPU)

- Received first prize in #include programming competition (65 participants).