

# Amir Iqbal

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## Portfolio Website

### EDUCATION

#### KIET Group Of Institutions

Bachelor of Technology in Information Technology

CGPA : 8.33

2022

### EXPERIENCE

#### Associate Software Engineer

*PlaySimple Games*

August 2022 – Present

Bangalore, Karnataka

- Actively working on Zen Connect, owning end-to-end feature development and owning sprints.
- Build **Localisation package** which could be used by any Unity games.
- Integrated **Facebook Login flow**, **In-App Purchases**, **App rating** into the game.
- Implemented **state machines**, design patterns such as **observer pattern**, **object pool**, **disposable pattern** for building out various game features.
- Reduced the build process time by **80%** upto **5 minutes**, using **Jenkins + Fastlane**
- Implemented **A-B Experimentation** for various features to draw useful insights about the feature performance.
- **Developed tools**, which is **used by Game Designers** on the project to generate live content for the game.
- **Led tech plan reviews** to decide the best approach to build out new or modify existing features.
- Worked on sprints individually and managed releases independently.
- **Reviewed peer code** regularly to ensure the best practices in the codebase.
- Contributed to **documentation** on Confluence to help other engineers.

#### Software Development Engineer Intern

*PlaySimple Games*

August 2021 – July 2022

Bangalore, Karnataka

- Worked on Destination Solitaire, wherein I shipped out many features in the game.
- Got ramped up on the tech stack, in-house infra quickly and started contributing to production.
- Worked in **agile-scrum methodology** to deliver in a fast-paced startup environment.
- Maintained a **Crash Free rate above 99%** and **ANR rate under 1%** by consistently monitoring and fixing crashes and ANRs.
- Closely worked with other functions for smooth releases and development of the game.

### PROJECTS

#### See Algo(Algorithm Visualizer) | *HTML, CSS, Bootstrap, Vanilla JavaScript, Git* | [Video](#) | [Hosted Link](#) | [Code](#)

- Build an algorithm visualizer using vanilla javascript. Do go through the video !
- Implemented the following algorithms: **Binary Search**, **Linear Search**, **Bubble Sort**, **Selection Sort**, **A\* Path Finding Algorithm**.
- Added a popup describing about complexities of various implemented algorithms and data structure.

#### TapHero(A Unity Game) | *Unity, C#, Git* | [Code](#) | [APK](#) | [Video](#)

- Built a **Dependency Injection** module to manage dependencies.
- Implemented **Observer pattern** for communicating between separate modules.
- Came up with **level design and added a level configs(JSON)** to design and add new levels.
- Designed and developed the UI/UX , integrated sounds.

### ACCOMPLISHMENTS

- I ranked **1829** amongst **15000+** candidates world-wide in **Google-Kickstart Round B(2021)** [**Language - Java**] [[Certificate](#)]
- I have solved 800+ problems on various platforms [**Language : Java**]. Coding Profiles :  
[Leetcode](#)(300+ problems)  
[Codeforces](#) (Pupil | **1296(Highest Rating)** | **300+ problems**)  
[Codechef](#) (**3 Star** | **1732(Highest Rating)** | **100+ problems**)  
[Hackerrank](#) (**6\* Problem solving Badge** | **100+ problems**)
- Arranged **TED** talks in college for two consecutive years as a **Public Relations Head** having up to **500** attendants.