

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

August 2021 – Present

PlaySimple Games

Bangalore, Karnataka

- Build and released Zen Connect, setting a **company wide record for fastest release** of a new game.
- Worked in the Destination Solitaire game team, shipped out features in the game at rocket speed.
- Participated and **led tech plan reviews** to decide the best approach to build out new or modify existing features.
- **Reviewed code** regularly developed by other developers and provided feedback to ensure the best practices in the codebase.
- Have maintained a **Crash Free rate above 99%** and **ANR rate under 1%** by consistently monitoring and fixing crashes and ANRs.
- Implemented **state machines**, design patterns such as **observer pattern, command pattern, object pool** for building out various game features.
- Reduced the build process time by **50%** by using **Automation(Jenkins + Fastlane)**.
- Worked in **agile-scrum methodology** to deliver in a fast-paced startup environment.
- Contributed to **documentation** on Confluence to help other engineers.
- Implemented **A-B Experimentation** for various features to draw useful insights about the feature performance.

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.

Collections | Django, HTML, CSS, Bootstrap, Git | Code

- A Django Web - app which keeps a collection of people's favorite movies, songs and games.
- Implemented **MVT (Model - View - Template)** model and performed the basic **CRUD** operations with **Login/Register** functionality.

TapHero | Unity, C#, Git | Code | APK | Video

- A fine day I had a thought of building this : A monster is destroying your city as the time passes, you need to tap on the monster to kill it before the city is completely destroyed. Making you the Tap Hero !
- 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 config(JSON)** to design and add new levels.
- Designed 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.

TECHNICAL SKILLS

CS Fundamentals: Data Structure and Algorithms, Object-Oriented Programming, DBMS

Languages: Java, C#, HTML/CSS

Developer/Collaboration Tools: Git, JetBrains Rider, SourceTree, Firebase, Jira, Jenkins, Confluence, Slack

Game Engine: Unity