

Amir Iqbal

+91-9807152996 | amireripmav786@gmail.com | [LinkedIn](#) | [Github](#)

Portfolio Website

EDUCATION

KIET Group Of Institutions

Bachelor of Technology in Information Technology

CGPA : 8.33

2022

EXPERIENCE

Associate Software Engineer

PlaySimple Games

August 2021 – Present

Bangalore, Karnataka

- Working in the Destination Solitaire game team, shipping out new features in the game at rocket speed.
- Participated and **lead 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](#) | [Hosted Link](#)

- 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.

BlackJack | [Unity](#), [C#](#), [Git](#) | [Code](#)

- I made a playable BlackJack game in Unity. Refer here to know about Blackjack : [Link](#)
- The game has pause and resume functionality, along with keeping track of your high scores.

ACCOMPLISHMENTS

- I ranked **1829** amongst **15000+** candidates world-wide in **Google-Kickstart Round B(2021)** [[Certificate](#)]
- I have solved 800+ problems on DSA on various platforms . 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#, JavaScript, HTML/CSS

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

Game Engine: Unity