

# Amir Iqbal

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## Portfolio Website

### EDUCATION

#### KIET Group Of Institutions

Bachelor of Technology in Information Technology

CGPA : 8.33

2022

### EXPERIENCE

#### Software Engineer

August 2023 – Present

*PlaySimple Games*

*Bangalore, Karnataka*

- Closely working with other functions on Tile Match Game, owning end-to-end feature development, sprints and production releases.
- Built a **Package** to localise Unity games for any geographical location.
- Automated the **Content upload process**, saving time by **90%** by using **Jenkins**.
- Came up with a new **Software Design Document Template** to better capture the tech details of the sprint.
- Worked on **optimising the infra** used by all the Unity Games in the Company.

#### Associate Software Engineer

August 2022 – July 2023

*PlaySimple Games*

*Bangalore, Karnataka*

- Owned end-to-end feature development and sprints.
- Reduced the build process time by **80%** to **5 minutes**, using **Jenkins + Fastlane**.
- Implemented **A-B Experimentation** to draw useful insights about the feature performance.
- **Developed tools** for other functions to generate live content in the game.
- **Led/Contributed in tech plan reviews** to decide the best approach to build out new or modify existing features.
- **Reviewed peer code** regularly to ensure the best engineering practices in the Codebase.
- Implemented **state machines**, **observer pattern**, **object pool**, **disposable pattern** etc. for building out various game features.

#### Software Development Engineer Intern

August 2021 – July 2022

*PlaySimple Games*

*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. Do go through the video !
- Implemented the following algorithms: **Binary Search**, **Linear Search**, **Bubble Sort**, **Selection Sort**, **A\* Path Finding Algorithm**.

#### 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.

### ACCOMPLISHMENTS

- I ranked **1829** amongst **15000+** candidates world-wide in **Google-Kickstart Round B(2021)** [**Language - Java**] [[Certificate](#)]
- I have solved 800+ DSA problems on various platforms [**Language : Java**].  
Coding Profiles : [Leetcode](#) [Codeforces](#) [Codechef](#) [Hackerrank](#)
- I arranged **TED** talks in college for two consecutive years as a **Public Relations Head** having up to **500** attendants.