

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

- Actively working on Zen Connect, owning end-to-end feature development and sprints.
- Previously, worked on Destination Solitaire, wherein I shipped out many features in the game.
- Participated and **led tech plan reviews** to decide the best approach to build out new or modify existing features.
- Working in **agile-scrum methodology** to deliver in a fast-paced startup environment.
- **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 **80%** upto **5 minutes**, by using **Automation(Jenkins + Fastlane)**.
- Developed tools using **C#** and **Unity**, which is used by Game Designers on the project to generate live content for the game.
- Contributed to **documentation** on Confluence to help other engineers.
- Implemented **A-B Experimentation** for various features to draw useful insights about the feature performance.
- **Developed tools** for Input Functions which increased the efficiency of the team.

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 | 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 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.