

# Amir Iqbal

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## WORK EXPERIENCE

### Software Engineer

August, 2023 – Present

*PlaySimple Games(MTG)*

*Bangalore, India*

- Owning feature development and Sprint releases in team : **Tile Match**, to scale a groundbreaking new product.
- Led design and development of Leaderboard infrastructure using **C#, Redis, Golang, Unity** which lets players compete in real-time, leading to **120-bips increase in D1 Rolling Retention** and **700-bips boost in Time Spent per user**.
- Integrated various types of **Ads** into the game, supporting numerous Ad Networks, resulting in a **500% increase in Daily Revenue**.
- Crafted a new **Software Design Document Template** boosting development efficiency, later adopted by 1 more team for tech planning.
- **Reviewed Peer Code extensively** to ensure the code quality and best practices in production.
- Crafted Design document for various features and led design document meetings for same.

### Associate Software Engineer

August, 2022 – July, 2023

*PlaySimple Games(MTG)*

*Bangalore, India*

- Took end-to-end ownership of Sprint releases in team : **Tile Match**
- Designed algorithms to develop the core game mechanics from scratch, majorly used **Graph Data Structure**, achieving the **company's fastest release** record of 2 months.
- Automated **Android Build Process** across all environments by using **Jenkins, Python and Fastlane**, cutting down build time by 80%.
- Modularised company-wide tech infrastructure by transitioning independent services into different packages.

### Software Development Engineer Intern

August, 2021 – July, 2022

*PlaySimple Games(MTG)*

*Bangalore, India*

- Built numerous features in **Destination Solitaire** using **C#, Unity, Java** in an agile, fast-paced startup environment.
- Maintained app stability metrics in production by regularly fixing crashes and ANRs, keeping **Crash free rate above 98%**.

## EDUCATION

### KIET Group Of Institutions

CGPA : 8.33

*B.Tech in Information Technology*

*July, 2022*

## SKILLS

- **Technical Skills** : C#, Java, GoLang, Python, Redis, MongoDB, Unity, Jenkins, Git, SourceTree
- **Fundamentals** : Data Structures and Algorithms, Object Oriented Programming, Software Design

## ACCOMPLISHMENTS

- Solved 800+ problems on various platforms. (**Language - Java**)  
Coding Profiles : [Leetcode](#) [Codeforces](#) [Codechef](#) [Hackerrank](#)
- Ranked **1829** amongst **15,000+** candidates world-wide in **Google-Kickstart Round B(2021)**

## PROJECTS

### See Algo | **HTML, CSS, Vanilla JavaScript, Git**

[Video](#) | [Link](#) | [Code](#)

- This project visualises some basic algorithms which helps folks grasp algorithms faster.
- Algorithms Visualized: **Binary Search, Linear Search, Bubble Sort, Selection Sort, A\* Path Finding Algorithm.**