

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 the team, owning end-to-end feature development, sprints and production releases.
- Built a **Package** to localise games for any geographical location.
- Automated the **Content upload process**, saving time by **90%** using **Jenkins**.
- Came up with a new **Software Design Document Template** to better capture the tech details of the sprint.
- Integrated **Ad-Monetisation** into the game.
- Developed **Live Events** wherein players can compete against each other in real-time.
- 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

- Automated the Android Build Process for all Environments, saved time by **80%**, using **Jenkins + Fastlane**.
- Implemented **A-B Experimentation** to draw useful insights about the feature performance.
- **Developed tools** for other functions to generate Live Content into 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.

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.
- Worked in **agile-scrum methodology** to deliver in a fast-paced startup environment.
- Got ramped up on the tech stack, in-house infra quickly and started contributing to production.
- Maintained a **Crash Free rate above 99%** and **ANR rate under 1%** by consistently monitoring and fixing crashes and ANRs.

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.