

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

- Primarily working on Unity Engine with C#.
- Build and released Zen Connect, setting a **company wide record for fastest release** of a new game.
- Worked in the Destination Solitaire game team, shipped out features in the game at rocket speed.
- 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 **50%** by using **Automation(Jenkins + Fastlane)**.
- 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.