

MANMEET SINGH

PRINCIPAL SOFTWARE ENGINEER([Linkedin](#) & [GitHub](#))



Hyderabad, India



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EXPERTISE

Unity3D, Unity UI Toolkit

New Input System

3D graphics principles

AR/VR/MR/XR, GitHub

C# and OOPS, Python

Multiplayer Games

WebRTC

3D graphics principles

Agile Software Development

Mobile Games

HLD and LLD

Jenkins

Leadership

Games Prototypes

Design Patterns

Unit Testing

Unreal Engine

Python

SDKs Integrations

PROFESSIONAL SUMMARY

Results-driven **Unity Game Developer** with over **8 years of experience** designing and developing engaging games and immersive XR applications across **VR, AR, and MR platforms**. Proven track record of delivering successful projects across diverse genres, including **F2P, P2E, NFT-based games**, and interactive **extended reality (XR)** experiences.

WORK EXPERIENCE

Principal Software Engineer at Hexagon R&D

July 2024– Present

Hyderabad India

- Integrated high-fidelity 3D models of cosmetic containers and applicators with accurate proportions and textures to ensure product realism.
- Implemented facial rig simulations in Unity to dynamically manipulate lip, nose and other parts of the face movement, enhancing realism for beauty product previews.
- Utilized custom shaders and skin deformation logic to accurately reflect the effect of beauty products under various lighting and facial expressions.

Principal Software Engineer at Altoura

May 2022 – May 2024

Bengaluru India

- Building custom tools and editors to streamline the XR development process, including performance analysis tools, debugging tools.
- Optimize XR applications for performance, ensuring smooth frame rates and responsiveness.
- Ensure compatibility and optimize XR applications for deployment across multiple platforms and devices, including HoloLens, HTC Vive, Quest, smartphones, tablets and PC.
- Projects - [See Projects Here](#).

Senior Game Programmer at Joyride Games

May 2021 – May 2022

Bengaluru India

- Created framework which contains features like wallet, profile and PVP.
- Working on play to earn and NFT based games.
- Implemented realistic physics simulations for objects and characters.
- Projects - [Super Champs](#)

Senior Game Programmer at Cientra/Punctuations Pvt Ltd.

Oct 2019 – May 2021

Bengaluru India

- Integrated CI/CD from teamcity to automate the builds.
- Writing Native plugins for IOS devices.
- Worked closely with other members of the development team, including artists, designers, and producers.

Game Programmer at YSecIT India Pvt Ltd

May 2019 – Oct 2019

Bengaluru India

- Perform unit testing before sending the build to the QA team.
- Integrating a Unity Machine Learning tool for autonomous car based games. Implemented the Physics and AI for racing games.

Game Programmer at Purple Talk India Pvt Ltd.

Dec 2016 – Apr 2019

Hyderabad India

- Developed code to render graphics, including 2D and 3D graphics, animations, special effects, and user interfaces..
- Implemented the core gameplay mechanics of the game, including player controls and other interactive elements.
- Projects - [Panini Blitz](#), [Blackjack](#) and [Craps](#)

EDUCATION

B.TECH, RTU, JAIPUR
JULY 2010 — MAY 2015

LANGUAGES

English, Hindi