



## Ketan Shukla

Experienced Senior Software Engineer with Expertise in Unity3D and Mobile Game Development| Proven Track Record in Delivering High-Quality Games

- Pune
- +918408962964
- ketanshukla94@gmail.com
- <https://www.codeinterstellar.com/>

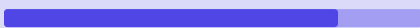
### Profiles

- [ketan-shukla-](#)
- [ketan-shukla](#)
- [ketan-shukla-portfolio](#)

### Skills

#### Game Engines Unity

Extensive experience with of Unity or Cocos Engine (primary focus). Knowledge of Godot Engine (Additional Focus)



C#, AI, camera, input controls, physics

#### Programming languages

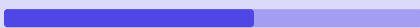
TS/JS, C#, Java, C++



SDK-Development, GameEngineFixes, Native

#### Rendering and Graphics

Expertise in OpenGL and Vulkan APIs Shader programming (GLSL, HLSL). Experience with multi-threaded rendering optimizations



Shaders, WebGL, OpenGL

#### Data Management

Proficiency in data serialization and deserialization Asset streaming and loading techniques



#### Tools and Frameworks

Familiarity with build tools (CMake, Makefiles) Knowledge of debugging and profiling tools for performance optimization



### Awards

#### Ludo All Star-Best Game Of The Year 2019

Google Play

#### Jan 2020

A real-time multiplayer mobile game with over 10 million downloads and 4.8 rating.

- Contribution:** Led the frontend development, implemented fixes and improvements engine level code, implemented gameplay and monetanization related features.

#### BlockHeads - Best of Indie Games 2023

Google Play

#### Jan 2024

[Blockheads-game-link](#)

- Contribution:** Developed Notifications, Ads services related SDKs, integrated Firebase for user data management, and collaborated on UI/UX improvements.

### Education

#### Prof Ram Meghe College of Engineering & Management

Electronics Engineering

8.2 CGPA

Bachelor of Engineering

#### Advanced Computing Training School - C-DAC

PG-DVLSI

A+

Post Graduate Diploma

### Summary

Skilled Unity Engineer with over 5 years of expertise in mobile and Unity3D platforms. Proven track record in developing and operating multi-platform games, delivering high-quality, maintainable, and optimized code. Strong problem-solving skills, extensive knowledge of C#, and a passion for creating engaging mobile gaming experiences. Noteworthy accomplishments include developing a game with a 4.8+ rating, a 99.68% crash-free rate, and 10 million downloads.

### Experience

#### Zynga Games India

August 2024 - Present

Senior Gameplay Developer RnD

<http://www.zynga.com/games>

- Development of new games and prototypes
- Creating Core Gameplay mechanics and gameplay, code architecture, UI and animation.
- Collabarating with cross functional team of Devs, Artists and designer and product

#### A5Labs

March 2024 - Present

Game Developer

Remote

<https://a5labs.co/>

- Worked on Poker Game framework used by industry giants such as WPT Global.
- Implemented new features and reworked code to provide an optimized smooth player experience.
- Collaborated with a team of designers, artists, and developers across time zones to implement game features and functionality.
- Implemented game functionality according to design documents and specifications.

#### BombayPlay Games

March 2022 - March 2024

Software Development Engineer - 2

Remote

<https://www.bombayplay.com/>

- Worked on the trend-setting game BlockHeads, recognized as Google Play Store Best of Indie Games 2023.
- Utilized Cocos, Unity 2D/3D, C#, Websockets, and APIs to develop multiple games, optimizing memory and game performance.
- Implemented Android-specific features such as Ads, Local Notifications, and achievements sharing.
- Built and integrated SDKs in C++, Java, and TypeScript to streamline cross-project processes.
- Mentored junior developers, championed Agile methodology, and engaged in code reviews.

#### Yoozoo Games

Sept 2019 - March 2022

Software Engineer

Pune

<https://india.yoozoo.com/m/about.html>

- Developed casual and multiplayer mobile games with Unity 3D and Cocos Creator.
- Participated in brainstorming to design new game features and assist with code architecture.
- Conducted research on causes of crashes and ANRs on Android devices, significantly reducing crash rates. Reduced ANRs by 150% and crash rate by 110%.
- Integrated SDKs for Ads, Analytics, and Authentication on Android and iOS platforms.

#### Vantage Systech Pvt. Ltd.

May 2019 - September 2019

Trainee Engineer

Pune

- Web Development:** Developed a chatbot for an educational website using React and NodeJS.
- Problem Solving:** Worked on the CodeZinger platform to solve problems in C++, Java, C#, and Python.
- PWA Development:** Developed a Progressive Web Application (PWA) using ReactJS, Redux, HTML5, SCSS, and ES6.
- Dockerization:** Dockerized test cases in the UNIX environment with Shell scripting and Dockerfile.

### Projects

#### Idle Planet Miner

March 2024 - August 2024

[https://play.google.com/store/apps/details?id=com.TironiumTech.IdlePlanetMiner&hl=en\\_IN](https://play.google.com/store/apps/details?id=com.TironiumTech.IdlePlanetMiner&hl=en_IN)

- Adding new features and making improvements in game.
- Integration of assets, localisation and animatons.

Unity, C#, Shaders, Playfab

#### Spot Match

Sept 2023

[https://play.google.com/store/apps/details?id=com.bombayplay.spot.match.math.puzzle&hl=en\\_IN](https://play.google.com/store/apps/details?id=com.bombayplay.spot.match.math.puzzle&hl=en_IN)

- Creating SDKs in C++, Java, Typescript for easing cross product development.
- Implementing core game code architecture, improvements and fixes.
- Creating common modules for Notifications, Ads and Analytics, Audio manager implementation.

Cocos, C++, Typescript, Java, Shaders

#### Dragon Tile

06/2023 - 11/2023

[https://play.google.com/store/apps/details?id=triple.tile.match.three.dragon.mahjong.connect.puzzle.bombayplay&pcampaignid=web\\_share](https://play.google.com/store/apps/details?id=triple.tile.match.three.dragon.mahjong.connect.puzzle.bombayplay&pcampaignid=web_share)

- Led the development of core game features, including tile-matching mechanics, and level progression.
- Implemented REST APIs for server-side interactions, including player data management and in-game purchases.

C#, Unity, RestAPI, Spine, DesignPatterns