



# Ketan Dutt

Lead Software Developer with 7 years of experience

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## Awards

### Rookie Rockstar

Extramarks Education  
January 2022

Awarded for exceptional performance and rapid integration into the team, contributing significantly to project success within the first two months.

## Skills

### Unity Game Engine



C#, 2D, 3D, AR, VR

### Godot Game Engine



GDScript, 2D, 3D

### Unreal Game Engine



Blueprints, c++, Level Design

## Languages

### C#



### GDScript



### JavaScript



### BrightScript



### Python



## Education

### Kurukshetra University

Information Technology  
2013 - 2017  
B. Tech

Passionate Game Developer skilled in creating innovative 2D, 3D, and AR games using Unity, LibGDX, and Godot. Proven track record in leading development teams, managing projects, and solving complex problems. Strong background in backend and server-side development. Dedicated to delivering high-quality gaming experiences and driving project success.

## Profiles

- [Linkedin Profile](#)
- [Github Profile](#)
- [Personal Portfolio](#)

## Experience

**Round The Clock Technologies Pvt. Ltd.** **March 2023 - May 2024**  
Lead Software Engineer Noida

🔗 <https://rtctek.com/>

- **Led a team** of 12 talented developers in creating and maintaining unique and exciting games for clients.
- **Managed Scrum meetings** and coordinated tasks for the team.
- Developed games and proofs-of-concept (POCs) for US clients, utilizing **Unity on Android and iOS in 2D, 3D, and AR platforms**.
- Improved **project delivery speed** by **30%** through effective team leadership and project management.

**Extramarks Education India Pvt. Ltd.** **November 2021 - May 2022**  
Senior Game Developer Noida

🔗 <https://www.extramarks.com/>

- Received **"Rookie Rockstar Award"** within the first two months.
- Designed a system using the **Phaser Game Framework** that enabled rapid prototyping and testing for game creation. Coworkers have used this system to develop over **15 games** and it is still in use today.
- Completed **6 games** using this system.
- Maintained and modified existing **Unity projects** to fix errors and adapt to new requirements, resulting in improved **game stability and performance**.

**Rendered Ideas Softgame Pvt. Ltd.** **June 2018 - November 2021**  
Game Developer Mumbai

🔗 <https://www.renderedideas.com/>

- Worked on more than **20 games** with backend and server-side development.
- Developed **2D and 3D games** using **LibGDX, Unity, and Godot Game Engine**.
- Published on **Google Play Store, Amazon App Store, Roku Channel Store**, and various **HTML-based platforms**.
- Managed **backend, server-side development, ad/in-app purchase (IAP) management**, and **cross-promotion**.
- Created **web development projects** using **JavaScript, PHP, and MySQL**.

**Akashvaani.com** **May 2017 - June 2018**  
Trainee Developer Gurugram

🔗 <https://www.akashvaani.com/>

- Assisted in the development of **web and software applications**.
- Participated in **code reviews** and contributed to **debugging and testing processes**.