

Summary

Innovative and results-driven Software Engineer with 3+ years of experience specializing in game development, UI/UX design, and software engineering. Skilled in building scalable, interactive, and performance-optimized games and applications across Unity, Unreal Engine, and WebGL platforms. Adept at leading teams, managing full development lifecycles, and delivering engaging user experiences.

Academic Qualifications

- **Bachelor's** in Computer Science from **Integral University, Lucknow, Uttar Pradesh, India (8.10/10 CGPA)** (2018-22)
- **Graduated** class of 2018 from **St Francis' College, Lucknow, Uttar Pradesh, India** (2004-18)

Technical Skills

- Programming Languages : **C/C++, C#, Javascript, Typescript, Python**
- Shading Languages : **GLSL**
- Game Engines : **Unity, Unreal Engine**, Babylon Js and Phaser Js
- Version Control : **Perforce** and Git
- Tools : **Blender, Jira** and **Visual Studio, Microsoft office, Docusign, Intercom, Freshworks CRM, Gitlab, Github**
- Platforms : **Android, IOS, WebGL** and **Windows**

Experience

Software Engineer at Lawyaltech

(March, 2023 – Present)

- Developed and maintained Lawyaltech.org, enhancing UX and performance.
- Integrated CRM and implemented SEO optimization for improved lead tracking.
- Managed full project lifecycle from client requirements to final delivery, including **test** planning, bug tracking, and validation.
- Led a team of developers, managing end-to-end project execution and delivery.
- Ensured compliance with industry security and code-quality standards.

Customer Support Executive at Avvoka - (London, United Kingdom)

(March, 2023 – Present)

- Collaborative team player, working closely with cross-functional teams to address customer needs and provide seamless support.
- Knowledgeable about Avvoka's product offerings, enabling efficient troubleshooting and product guidance to customers.
- Proactive in identifying opportunities for process improvements and implementing strategies to enhance the customer support experience.
- Ability to remain calm and professional in high-pressure situations, maintaining a positive and customer-centric attitude

Indie Game Developer | Self-Employed

(March, 2023 – Present)

- Designed and developed multiple indie games for Steam and itch.io.
- Managed full development cycles—concept, prototyping, release, and marketing.
- Built gameplay systems, UI elements, and core mechanics in Unity and Godot.

Game Programmer at Xansr Technologies - (Hyderabad, India)

(August, 2022 – February, 2023)

- Contributed to Temple Run 2 development—enhancing gameplay systems and performance.
- Created efficient and optimized game code using Unity, Svelte, and TypeScript.
- Developed and maintained test cases, regression suites, and performance benchmarks, ensuring consistency and

reliability across multiple game builds.

- Worked closely with design teams to integrate new mechanics and improve visual fidelity.
- Proficient in debugging and troubleshooting, utilizing tools and techniques to identify and resolve programming issues efficiently.
- Technologies used - **C#, Unity, Babylon js, Typescript, Perforce, Jira, Svelte js.**

Game Programmer Intern at Xansr Technologies - (Hyderabad, India)

(September – August, 2022)

- Worked on making games for clients
- Technologies used were C#, Unity3d, Webgame engines, typescript, javascript
- Contributed to the creation of technical documentation and provided support to other team members, fostering a collaborative and knowledge-sharing environment.
- Technologies used - **C#, Unity, Phaser js, Typescript, Git, Svelte js.**

Certifications

- **Introduction to Game Development** by **Michigan State University** on Coursera

Languages

- **English** - Full professional proficiency
- **Hindi** - Native or bilingual proficiency
- **Urdu** - Native or bilingual proficiency

Student Projects

- **Mirror World** – 2D hyper-casual game; implemented UI and gameplay modes.
- **Shores of Abyss** – 3D FPS built in Unity; developed player and enemy mechanics.
- **An Unordinary Place** – 2D narrative WebGL game for Brackeys Game Jam.
- **Rider Santa** – 2D Unity-based racing game inspired by Hill Climb Racing.
- **Control Player Mechanics System** – Prototype replicating telekinesis and levitation mechanics in Unity.