

NILANKAR DEB

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Portfolio- <https://maddy1107.github.io/portofolio-website/>

QUALIFICATION PROFILE

Analytical and resourceful professional with expertise in building immersive and engaging user experiences across various platforms and applications.. Track record of independently optimising codebases and delivering scalable solutions. Proven ability to transform ideas into functional features by using advanced design patterns for efficient code structure. Proficient in Python programming, with a demonstrated ability to develop efficient and well-tested code for diverse projects. Experienced in debugging, testing, and troubleshooting to ensure flawless functionality. Strong communication skills, able to build relationships and manage competing demands that result in the achievement of challenging goals.

TECHNICAL SKILLS

Programming Languages: C, Python 2.7/3.4-3.6, JavaScript, C++, C#, Typescript | **Database:** MySQL, NoSQL, SQLite3

Game Development Programmes: Unity2D/3D, OpenGL, MonoGame | **Version Control:** GitHub

Python Libraries: Django, OpenCV, Scikit Image, MYSQL Connector, Pygame, Streamlit | **Front End:** HTML, CSS

IDE's/ Development Tools: PyCharm, Jupyter, Visual Studio, Visual Studio Code | **Integration Technologies:** Jenkins, Docker

PROFESSIONAL EXPERIENCE

Flying Fox

Feb 2022 to Present

Game Developer (Unity)-(Volunteering)

- Developed and launched a Unity3D and C# mobile game with a focus on educating users about cryptocurrency for iOS and Android platforms by using VS Code IDE.
- Implemented enhancements to the codebase independently, resulting in improved scalability and performance.
- Contributed actively to discussions and introduced innovative methods to optimise functionality and overall user experience.
- Designed and implemented user interfaces, menus, and various in-game features to deliver a seamless gaming experience.
- Used advanced design patterns, such as observer pattern and state pattern to ensure a maintainable code structure.
- Conducted thorough debugging and troubleshooting, promptly identifying and resolving code errors.
- Performed comprehensive testing to validate game functionality and ensure cohesive theme dynamics.

Infosys Ltd.

Aug 2018 to Sep 2020

System Engineer-(Full-Time)

- Conducted extensive code reviews through GitHub pull requests, fostering enhanced code quality and facilitating collaborative discussions with peers.
- Prepared weekly status reports and delivered comprehensive presentations to stakeholders, providing valuable insights on project progress.
- Created SQL queries to extract data from databases by demonstrating expertise in database management.
- Used Python to execute MYSQL queries, while also effectively retrieving and processing required information.
- Ensured timely resolution of bug reports, overseeing the debugging process to maintain high-quality software.
- Developed efficient and thoroughly tested Python code for diverse projects, achieving a code churn rate below 30%.
- Improved software performance and user interfaces by modifying existing code and addressing coding errors.

Key Projects: The Snake Game | Sorting Visualizer | Employee Database Handler | Currency Checker

EDUCATION & CREDENTIALS

MSc Computer Games Technology: City University of London, 2021

B. Tech Computer Science Engineering: Saroj Mohan Institute of Technology, 2018

NPTEL Certified in Data Structures and Programming in Python | Webtek Labs certified in Basic HTML and CSS