

Yash Shete

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SUMMARY

Innovative Game & Systems Developer & Versatile Designer with 5+ years of experience. Expert in C#, C++, and Unity architecture and modular frameworks. Proven success in optimizing mobile performance and integrating AI-driven workflows to accelerate production. A unique blend of technical architect and creative designer focused on scalable, high-engagement gameplay. I specialize in rapid prototyping, AI-assisted development.

EXPERIENCE

Game Developer

RedLine Games

March 2024 - Ongoing , Thane, India

- **Massive-Scale Production:** Spearheaded the development and launch of **40+ full-cycle mobile projects**, including flagship titles such as *Conveyor Pack*, *Elevator Jam*, and *Liquid Rush Factory*.
- **Internal Tooling & Architecture:** Developed a suite of proprietary Unity packages, including a centralized **Powerup System** and a **Creative Automation Tool** that streamlined the production of marketing assets and playable ads.
- **Modular Framework Development:** Engineered reusable frameworks for **grid-based puzzle mechanics** and specialized gameplay systems, reducing initial prototyping time for new titles by 50-90%.
- **Cross-Functional Game Design:** Acted as a Lead Designer by conceptualizing and pitching core mechanics and game loops, bridging the gap between creative vision and technical feasibility.
- **AI-Driven Productivity:** Integrated **AI-assisted development workflows** (including LLMs for code refactoring and asset generation) to accelerate delivery timelines and optimize code quality across multiple concurrent projects.
- **System Optimization:** Refined game performance across the portfolio, ensuring high-fidelity experiences remained performant on a wide range of mobile hardware.

Game & Engine Developer

Frolic Frog Studios

February 2021 - March 2024, Noida , India

- **Core Gameplay Development:** Architected and implemented core mechanics for multiple titles including *Burger Chef*, *Laundry Restock*, and *CamoSniper*, contributing to a 50% increase in player engagement metrics.
- **Performance Optimization:** Profiled and optimized mobile game performance, achieving a **30% to 80% improvement** in frame rates across low-to-mid-tier devices.
- **Highly proficient in C++ and .NET:** Possess deep understanding of core concepts, data structures, and algorithms in both languages.
- **Experienced with game engine development:** Experience in Developing a Custom Game engine.
- **Expertise in graphics programming:** experience with rendering pipelines, shading languages, and graphics APIs.
- **Ability to integrate tools and libraries:** experience with integrating external tools, libraries, and SDKs into the engine.

SKILLS

Technical Skills: Unity 3D, Unreal Engine, C#, C++ , HLSL, Custom Shaders, Particle Systems, Post-Processing , Blender , Figma , Adobe Photoshop

Industry Knowledge: 3D Modeling, Game Testing, Game Designing, 3D Animation, Prototyping , AI Driven Development

PROJECTS

Laundry Restock

Frolic Frog Studios • https://play.google.com/store/apps/details?id=com.ff.laundaryrestockdiy&hl=en_IN&gl=US • May 2022 - June 2022

- Implemented laundry sorting mechanic with 95% user accuracy: Designed intuitive sorting system based on color, fabric type, and delicates.
- Developed engaging matching system with 20% faster completion times: Streamlined item pairing process, leading to improved user engagement.
- Created 30 levels with progressively increasing difficulty: Balanced challenge by strategically placing items and introducing new mechanics.

Burger Chef

Frolic Frog Studios • https://play.google.com/store/apps/details?id=com.ff.burgerchef&hl=en_IN&gl=US • October 2023 - November 2023

- Implemented mechanics like matching ingredients to burger order, cooking burgers to perfection, managing restaurant ingredients, finances.
- Designed new levels by designing new burger recipes, introducing new ingredients, and increasing the difficulty of orders as players progress.
- Optimized game by profiling the game to identify bottlenecks, and implementing techniques to improve efficiency.

Drag and Merge

Frolic Frog Studios • https://youtu.be/DclRxS_hcMc • April 2023 - April 2023

- Designed partner system , rope physics and effects.
- Collaborated with other team members to create the game.
- Designed the game's interface to be easy to use and navigate.

Myth Monster Hunter

Personal Project • <https://youtu.be/EBxXDO2tP9I> • September 2023 - January 2023

- Designed and implemented gameplay mechanics Fishing game, designed the fishing rod controls, the different types of fish, and bait system.
- Optimized game to run smoothly and efficiently.
- Collaborated with other team members to create the game.

CERTIFICATIONS

AI for India 2.0

<https://www.guvi.in/> • 2023

- Certified in Developing Basic AI Models

Google IT Automation with Python

Corcera • 2022

- Certified in developing Automation tools using python

EDUCATION

Bachelor Degree in Computer Science

Ahilya Bai Devi Holkar University • Maharashtra • 2022 • 9.91

Masters Degree in Computer Science
Ahilya Bai Devi Holkar University • Maharashtra • 2024