Piyush Vishwakarma

Senior Unity3D Developer

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Summary

Ingenious and dynamic Game Developer, with vast experience in Games 2D/3D development, Multiplayer, Unity 3D, AR, VR, MR, XR other cross platform, also willing to exhaust my knowledge to achieve the company's targets.

Work Experience

Sr. Unity Engineer
Sept 2022 - Nov 2023

XCUBE LABS PVT LTD (Hyderabad)

- AlphaVerse is being developed on the BNB Chain.
- The alphaverse may serve as a central hub or starting point for users to navigate and access different experiences, such as gaming, content creation, community building, and the ownership of virtual assets like land and buildings with NFT token.
- We have made the first private test of our upcoming poker game with a major casino operator in Europe.
- The core functionality, i.e. being able to play traditional online Texas Holdem poker while talking with your friends using a video chat in one single application, was very conclusive.
- The team is now improving the user journey, including registration, table selection and other ancillary social features.
- Gained knowledge on CICD Pipeline with GIT version control, fully dedicated java server on smart fox server.

Game Development Consultant
Nov 2021 - April 2022

MASALA GAMES (Remote)

- Develop 3d and 2d games for mobile and multiple platforms.
- Developed an '8 Balls Pool Champs' game for MPL.
- Provided game security in-game for hackers.
- Simulated physics data, and encrypted and decrypted data before sending to the network.
- Experience applying the latest development approaches including MVC Architectures, and event-driven game applications.
- Version control by Git.
- Experience in using scrum tools JIRA Agile, Scrum works and bug tracking system - JIRA.

Sr. Unity3d Developer
June 2020 - April 2021

MOBIWEB TECHNOLOGIES PVT LTD (Indore)

- Designed and implemented Teen Patti and Pokerbros multiplayer game play with their variants NLH, PLO, and PLO5 for various platforms like Android, iOS, Web, and Windows.
- User interface design, social API integration, and third-party Integration UI animation.
- Managed and developed new features for mobile game apps using a dedicated backend server based on Node.JS and Socket.IO.
- Implemented AI bot systems, user matchmaking, AI gameplay, and player database management.
- Collaborated with team members on performance improvements and version control, managed by Git.

Sr. Game Developer
May 2018 - Dec 2019

INNOVANA THINK LABS, TWEAKING TECHNOLOGIES INDIA PVT LTD (Jaipur)

- Developed 2D and 3D gameplay for projects such as 'Welding Simulator for HTC Vive,' 'UNO Mindia Wheel VR Training,' 'Food Gaze in AR Core,' and 'BSES Transformer VR Training in Oculus,' ensuring stability and performance across PC and various platforms.
- Integrated third-party APIs for features like login, in-app purchases, and data tracking.
- Wrote clean and efficient code with a strong focus on optimizing performance and memory usage.
- Collaborated with designers, programmers, and testers to transform ideas into fully released features, contributing to the creative process from early design phases to post-launch performance monitoring.

Sr. Unity3D Developer   Aug 2016 - April 2018

DOTSQUARES TECHNOLOGIES INDIA PVT LTD (Jaipur)

- Gained hands-on experience in developing and implementing, designing, and programming casual, action, strategic, multiplayer, etc. types of games in 2D and 3D.
- Developed Location GPS-based games as part of developing applications for ARAM development.
- Integrated communication between cloud-based servers, web services, and front-end systems of third-party apps for data tracking, in-app purchases, social media integration in games, and other applications.
- Worked directly with members of a diverse team, including audio engineers, graphic artists, programmers, and producers, in order to create a high-quality product.
- Maintained a rich portfolio that includes numerous examples of web, mobile, interactive, and application work.

Projects

Various Projects

I have worked on several projects across different platforms, including Alphaverse NFT Poker Multiplayer Game, Welding Simulator for HTC Vive, Clash For Speed, Pokerbros, and Snake Beats for Android, iOS, Web, Windows, and Mac. My experience also includes VR and AR projects such as UNO Mindia Wheel VR Training, Food Gaze in AR Core, and BSES Transformer VR Training in Oculus. Additionally, I have contributed to various mobile and web-based games, including Rise Up Love, Monster Breakout, Rise In Love, Egg Legend, Cold Blood Go, Zappy Ship, Slither 8 Bit, Defense Attack, Cannon Mania, Dragger, Icon Browser 1 & 2, C-Browser, Bolly On Go, and Physco Jumper.

Skills

Programming Languages

C# | Java | C | C++

Game Development Tools

Unity 3D | Unreal (Blue Prints) | Node JS | GIT | Photoshop | Krita

Language

Hindi   **English**

Education

P. G. Diploma in Wireless & Mobile Computing   Feb-2009 - Aug-2009

Central Development of Advance Computing

B.E. in Computer Science   2004 - 2008

Rajiv Gandhi Proudyogiki Vishwavidyalaya

12th   2003 - 2004

M.P.Board Madhya Pradesh

10th   2001 - 2002

C.B.S.E, Delhi