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**Mobile Developer**

***A pioneering and result-oriented developer offering more than* *five years experience in designing, implementing, integrating and testing impactful applications and games developed for mobile and tablet devices on iOS and Android platforms.***

**Career Highlights**

* Launched more than six user-friendly, aesthetically pleasing and fully functional applications and games for Android and iOS
* Known for writing efficient, maintainable and reusable code while working on multiple projects simultaneously
* Achieved **Samurai Award** from Zynga Inc. for successfully delivering more than 6 features in a quarter time. Consecutive level ups with high ratings in potential and performance
* Proficient in object-oriented design, data structures, problem solving, complexity analysis, and debugging
* Expert in cross platform gaming tools like Unity 3D and Adobe AIR to create interactive games in 3D
* Regarded as a self-motivated and well organized team player
* Provided oversight and mentorship to a small team of developers
* Delivered 2 iOS applications as a freelancer after the graduation and helped the clients with app submission process

**Skills Summary**

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| --- | --- |
| **OPERATING SYSTEMS** iOS, Mac OS X, Android, Windows  **TOOLS AND TECHNOLOGIES** iOS SDK, Unity 3D, Adobe AIR, XCode, Interface Builder, Android SDK, Core Graphics, Core Animation, Core Data, APNS, Cocos2D, OpenGL, OpenGL-ES, SQLite, Qt, STL, Core Image, Bonjour, NGUI | **LANGUAGES** Objective-C, C/C++, C#, Action Script, PHP, Python, Java  **Soft Skills** Communications, teamwork, organization, sense of urgency, leadership, fiscal responsibility |

**Professional Experience**

**Senior Software Engineer, Zynga Inc.                                   Dec. 2011-Present**

Anchored the mobile development team in India studio. Worked with multiple remote game studios to transition 3 mobile games. Delivered couple ofrevenue generatingfeatures along with major performance fixes and optimizations. Worked with multiple development pods and successfully launched the beta release for couple of the franchise games like FarmVille2-Mobile.

Tasks and responsibilities

* Performance improvements and memory optimizations for mobile games on iOS and Android.
* Handling cross platform issues in Unity 3D.
* Prototyping new IPs and games.
* Mentor couple people to understand new technology and provide insight into the updated APIs.
* Design, develop and integrate UI using Unity 3D.
* Develop revenue features in iOS and Android, which could impact company’s revenue by huge margin.
* Integrating social network APIs in the mobile games.
* Developing native libraries that will be reused across multiple games and game studios.

Selected accomplishments

* Spearheaded the design and prototypingnew games on Unity 3D.
* Held weekly brainstorming sessions that spawned numerous ideas
* Participated in mobile hack-a-thon and secured first place as best mobile hack under social networking category.
* Automated content integration process, which saved lot of development time and generated a million $ revenue.

**Software Developer, Moldware GmbH                                          Jan 2009-Dec. 2011**

Worked with a German engineering team for three years and successfully submitted two iOS applications to app store. Mentored a team of 3 people in understanding iOS development and application life cycle. Handled multiple projects simultaneously and delivered all the tasks in time. Decoded a binary file with extension ‘JT’ of a 3D model, extracted the geometric information and successfully encoded to a custom binary format that is known to the iOS apps.

Tasks and responsibilities

* Writing parsers and decoders to extract geometric information from multiple VRML file formats.
* Rendering the 3D modelson the display of iDevices.
* Handle memory warnings in iDevices.
* Mentor/train juniors who were new to iOS application development.
* Implement triangulation algorithms and generate geometrical data for primitives and other special nodes in VRML.
* Unit testing on DEV provisioned iOS devices.
* Designing and developing UI.

Selected accomplishments

* Implemented a VRML parser that is reused in multiple apps and plug-in implementation.
* Decoded a proprietary binary file and saved couple thousand Euros to the company every year for licenses.
* Integrated collision algorithms and animators in iOS applications, which has improved the app quality and ratings drastically in a month.

**Education**

Bachelor of Engineering, Electronics and Communications GITAM-Visakhapatnam

**Reference URLs**

<http://www.absolute-apps.com/home.html>

<http://company.zynga.com/games/mobile-games>

**Personal Details**

**Gender :** Male

**Pan :** DFGHJ4563J

PassPort: H1234567

Dob: 12/06/1988