

PRATIK SHRINGARPURE

Unity Developer | [Contact Email](#) | [Portfolio](#) | [Github](#) | [LinkedIn](#)

SUMMARY

A dedicated Unity Developer with 4+ years of experience in the video game industry, I specialize in producing clean code and streamlining development processes. My expertise lies in developing polished multi-platform video game projects tailored to client specifications. Whether working independently or collaboratively, I prioritize delivering high-quality, engaging gaming experiences.

WORK EXPERIENCE

Game Developer I at Bencin Studios (Fierce Guppy Game Labs)	December 2023 – Current
<ul style="list-style-type: none">Developed polished multi-platform video game projects from scratch to delivery based on client requirementsUtilized Photon Networking and AWS for real-time 1v1 multiplayer game functionality.Created quick prototypes to convey ideas to clients effectively.Played a role in defining coding standards within the team.Engaged in active participation in code reviews to ensure quality and consistency.	
Associate Software Engineer at Kazoo Games	February 2023 – August 2023
<ul style="list-style-type: none">Implemented new front-end features, created and updated tools, and extended existing test cases using Unity and C# for a mobile video game.Developed client and server-side programming for communication between the game and Playfab backend, enabling user inventory management through Azure functions.	
Unity Developer at UX Magicians	July 2021 – October 2022
<ul style="list-style-type: none">Implemented new features, polished existing ones, and refactored old features to meet new design specifications using Unity and C# for an SAP app.Executed front-end feature implementation in Unity3D and MVC for an organizational enterprise-level app contracted by a top brand mobile carrier for a professional league sports team.	
Video Game Developer & Designer at RSM	March 2021 – November 2022
<ul style="list-style-type: none">Designed and implemented a robust backend system using Firebase API with Unity to handle player data analytics and monitoring for an interactive simulation story-driven game.Developed both backend and frontend systems of the game to manage player responses in the cross-platform games.	
Unity Game Developer at Mad Guardian LLC	March 2020 - March 2021
<ul style="list-style-type: none">Implemented core gameplay elements and features for a fighting game using Unity and C#.Collaborated closely with the in-house art team to seamlessly integrate art assets and animations into the game.	
Unity Game Developer Intern at Highline Gaming Company	August 2019- October 2019
<ul style="list-style-type: none">Developed core gameplay elements and features for a casino-based game using Unity and C# for mobile platforms.Functioned as a level and UI/UX designer, designing and developing the Game UI and Game levels.	

EDUCATION

Professional Masters (MProf) in Game Development	September 2024 - Present Day
Abertay University, Dundee, UK	
Master of Science (M.S), Game Design and Development (GPA 3.31)	August 2017 - Dec 2019
Rochester Institute of Technology, Rochester, New York, USA	
Bachelor of Engineering (B.E), Information Technology (First Class)	August 2013 - May 2017
Savitribai Phule Pune University, Pune, India	