PRATIK SHRINGARPURE

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

SUMMARY

Passionate Unity Developer with a dedication to producing clean code and streamlining development processes. Extensive experience in developing polished multi-platform video game projects tailored to client specifications. Adept at both solo and collaborative teamwork, with a strong focus on delivering high-quality, engaging gaming experiences.

WORK EXPERIENCE

Game Developer I at Bencin Studios (Fierce Guppy Game Labs)   **December 2023 – Current**

- Developed polished multi-platform video game projects from scratch to delivery based on client requirements
- Utilized 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.

Assoicate Software Engineer at Kazoo Games   **February 2023 – August 2023**

- 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**

- 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**

- 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**

- 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**

- 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

Master of Science (M.S), Game Design and Development (GPA 3.31)   **August 2017 - Dec 2019**

Rochester Institute of Technology, Rochester, New York

Bachelor of Engineering (B.E), Information Technology (First Class)   **August 2013 - May 2017**

Savitribai Phule Pune University, Pune, India