

PRATIK SHRINGARPURE

Game Developer | Dundee, UK | [Contact Email](#) | [Portfolio](#) | [Github](#) | [LinkedIn](#)

PROFESSIONAL SUMMARY

Unity Game Developer with 4+ years of experience developing multiplayer and cross-platform games. Skilled in gameplay mechanics, UI systems, tools development, and networked multiplayer using Photon, Firebase, and Playfab. Adept at delivering clean, modular code and collaborating with cross-functional teams to develop scalable game solutions. Holds a Professional Master's degree in Game Development from Abertay University (UK) and a Master of Science in Game Design and Development from Rochester Institute of Technology (USA).

WORK EXPERIENCE

Unity SDK Developer | Adinmo | Glasgow, UK | Oct 2025 - Present

- Designed and implemented a rewarded ad monetization proof-of-concept within a Unity-based mobile SDK, ensuring seamless integration, stable performance, and compliance with existing SDK architecture.
- Developed and maintained Unity demo games to validate SDK integrations with proprietary ad technology, supporting testing, debugging, and developer onboarding workflows.
- Integrated and supported third-party ad networks within mobile games, handling custom SDK integrations, mediation compatibility, and ad event tracking across Android and iOS.

Game Developer I | Bencin Studios (Fierce Guppy Game Labs) | USA, Remote | Dec 2023 – Sept 2025

- Developed and shipped 3+ multi-platform multiplayer games from concept to launch using Unity and C#, integrating backend and networking services including PlayFab, Firebase, and Photon Networking (PUN).
- Implemented core gameplay mechanics for an internal team-based hyper-casual mobile game, working within Agile development processes and two-week sprint cycles.

Associate Software Engineer | Kazoo Games | USA, India, Remote | Feb 2023 – Aug 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 | UX Magicians | USA, Remote | July 2021 – Oct 2022

- Implemented and delivered new features, polished existing ones, and refactored old features to meet new design specifications using Unity and C# for an SAP app. The app was shipped for iOS platform: Phones and iPads.
- Various delivered features include Chat room system, Notification systems, Calendar system, Schedule training and customizing training system for athletes and coaches. Delivered product was able to handle various roles login.
- Executed front-end feature implementation in Unity3D and Figma for an organizational enterprise-level app contracted by Verizon mobile carrier for an NBA league sports team.

Video Game Developer & Designer | RSM | Virginia, USA | Mar 2021 – Nov 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 & delivered both backend and frontend systems of the game to manage player responses in the cross-platform games.

Unity Game Developer | Mad Guardian LLC | Remote | Mar 2020 - Mar 2021

- Implemented core gameplay elements and features for a 2D fighting game using Unity and C#.
- Collaborated closely with the in-house art team to seamlessly integrate art assets and animations into the game.
- Optimized combat systems to maintain 60 FPS on PC constantly.

EDUCATION

Professional Masters (M.Prof) in Game Development | Sept 2024 – Aug 2025

Abertay University, Dundee, UK

Master of Science (M.S), Game Design and Development (GPA 3.31) | Aug 2017– Dec 2019

Rochester Institute of Technology, Rochester, New York, USA

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

Savitribai Phule Pune University, Pune, India

KEY PROJECTS

Project A.R.E.S (Team Project – Currently Ongoing) | Tech Stack (Unity, C#, Github, JIRA, Figma)

- Developing an isometric puzzle game in Unity and C# within a collaborative team environment, from core systems to gameplay implementation.
- Acting as Lead Developer and Associate Producer, contributing to technical direction, task planning, and cross-discipline coordination.
- Architected and implemented core game systems including game managers, turn management, and UI systems with a focus on scalability and maintainability.
- Designed and built a custom level creation tool for designers, enabling rapid content creation through a scalable and user-friendly workflow.
- Conducted code and pull request reviews to enforce SOLID principles, code quality standards, and overall game stability.

Dialogue Tool – Unity Engine Editor Extension (Custom Tool Programming)

- Developed a custom editor tool in Unity to streamline the creation of branching dialogue trees for games.
- Implemented node-based interface with drag-and-drop functionality to link dialogue options and responses.
- Each node includes speaker name, message, unique IDs, and selectable options for branching conversations.
- Supports both ScriptableObject generation and JSON export for future editing outside Unity.
- Includes intuitive tools to create, move, edit, and delete dialogue nodes within the Unity editor.
- Handled the producer role for this solo project by targeting JIRA board and task, feature creation based on milestones. Made the product delivery ready in a pre-planned span of 3 months.

CORE COMPETENCIES

Game Engines and Languages:	Unity (C#), Unreal Engine (Blueprints & C++)
Technical Skills:	Object Oriented Programming, Design Patterns, System Architecture, Unity UI, API Integration, Tool Development, Game Design Principles, Bug Fixing, Gameplay Programming, Vector Maths, Asynchronous Programming (UniTask/Task)
Multiplayer & Backend Skills:	Photon (PUN), Playfab, Firebase, Netcode for game objects

Soft Skills:	Strong collaborator, Adaptable in remote & cross-cultural teams, Communicative, Leadership, Problem Solving, Multi-tasking, Agile/Scrum familiarity, Waterfall
Workflow Tools:	Github, Visual Studio, JIRA, Trello, Asana, MIRO, Notion, Discord, Slack, Gathertown
Art Tools:	Photoshop, Figma, Blender, GIMP, Aseprite
Products Shipped Platforms Experience:	PC, Mobile (Android, iOS), AR/VR, WebGL