

# Ravi Mosalpuri

## ABOUT ME

I'm a skilled software engineer with **over 5 years of experience**. I'm passionate about solving complex problems through code and am committed to delivering high-quality solutions. With a strong attention to detail, I thrive in fast-paced environments and continuously seek opportunities to learn and grow.

## EDUCATION

**University of Exeter**, Master of Science in Advanced Computer Science (2024 - 2025)  
**Indian Institute of Technology Bombay**, Bachelor of Technology (2015 - 2019)

## EXPERIENCE

### **NatWest Group**, Gurugram — *Software Engineer*

February 2024 - August 2024

- Worked on the 'Single Trade Representation' project in the Treasury Front Office
- Successfully completed Proof of Concept for Intra day P&L, risk measures and saved \$5 million
- Led the development and optimisation of the background services for the project in .NET Core
- Developed XML parser for Murex MXML files to generate CAF library-compatible file
- Earned recognition twice for exceptional individual contributions to the project

### **NatWest Group**, Gurugram — *Quantitative developer (C++ developer)*

January 2023 - January 2024

- Worked in the FO in Investment bank with primary focus on the backend C++ library development
- Spearheaded integration of several trade-related functionalities within the backend C++ library
- Conducted unit testing to enhance code reliability in financial algorithms using the Google Test
- Championed Python automation for Risk Assessment Excel files, saving hours of manual work

### **MPL**, Bangalore — *Programmer*

November 2022 - December 2022

- Contributed to the development of Multiplayer mobile Battle Royale game 'Underworld Gang Wars'
- Developed UI features for the game in the Inventory, Menu, and Character customisation pages

### **Ubisoft**, Pune — *Programmer*

July 2019 - October 2022

#### **Prince of Persia: The Sands of Time Remake** - AAA title (Action, Adventure)

- Collaborated with a team of more than 50 consisting of artists, game designers, and programmers
- Successfully carried out implementation of Cross-Progression for the game across all platforms
- Developed the UI features in-game with MVVM software architectural or design pattern
- Contributed to the development of heads-up display (HUD), menus, and inventory pages in-game

#### **Unannounced project** - AAA title (MMORPG)

- Contributed to porting the game to Microsoft platforms, new Xbox series X/S consoles, and PC
- Implemented Xbox-specific features, including rich presence and game-play stats, using API calls
- Proficient in agile methodologies, which were systematically applied throughout the project

#### **Monopoly Madness** (Release date: December 2021) - Turn-based tactics

- Implemented the Ubisoft save system in-game, using the specified APIs in C#
- Successfully resolved significant bugs in the final stages and post-title updates of development

#### **Roller Champions** (Release date: May 2022) - Sports

- Configured the First Party Stadia Store items and respective mappings on the Storefront and implemented the commerce operations in the code using deep linking of items and APIs
- Implemented Multiplayer module using REST APIs for several features for the in-game lobby

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## SKILLS

Programming: C++, C#, Python  
Version control: Perforce, Git  
Database management:  
MySQL, PostgreSQL  
Game engines: Unreal, Unity  
Soft skills: Communication,  
Teamwork, Problem-solving,  
Leadership

## CERTIFICATIONS

- Programming in Modern C++  
(NPTEL 2022): Elite Silver
- Design and Analysis of  
Algorithms (NPTEL 2022):  
Elite Silver
- Intermediate Python |  
Datacamp
- Intermediate SQL Server |  
Datacamp

## AWARDS

- Awarded Gold medal in  
Carrom 12th standard (2014)
- Awarded Bronze medal in  
Carrom Championship, IIT  
Bombay (2017)

## INTERESTS

- Reading about Philosophy  
and Human Psychology
- Drawing, Calligraphy