

DEEPAK NELSON S

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Summary

Unity Game Developer with 4+ years of experience crafting scalable mobile games with polished user experiences. Strong in C# and modular architectures, with hands-on experience building gameplay systems, progression features, and performance-optimized solutions. Known for turning creative ideas into smooth, engaging gameplay.

Experience

Unity Game Developer Super Huge Studios — Bengaluru, India Candy World Solitaire	Jun 2024 to Current
<ul style="list-style-type: none">Was a Key Contributor in building gameplay features and technical art, achieving 42% D1 retention, 17% D7 retention, a 4.9-star rating, and 50K+ downloads.Implemented progression and meta systems (Win Streaks, Season Pass, Powerups, Albums) using MVC architecture, increasing average session length per day to 35 min.Delivered reactive UI systems with event-driven architecture for responsive gameplay feedback.Engineered a reusable particle attractor system using DOTween and object pooling, improving runtime performance by 70%.Integrated adaptive rescheduling algorithms for push notifications improving engagement and retention.	
Hybrid-Casual Mobile Games (Cat Wool, Gem Clicker)	
<ul style="list-style-type: none">Shipped a complete game from prototype to production within 3-4 weeks.Built procedural-level generation tools and data-driven systems to scale level creation workflows.Optimized level creation pipelines, 2x faster creation and 35% efficiency gains, with polished animations and VFX.	
Shootopia - Arcade Shooter	
<ul style="list-style-type: none">Led Unity front-end development for two arcade shooter titles.Implemented a WebSocket-based real-time aiming system with 0.05 ms accuracy.	
Junior Game Developer Flick Game Studio — Hyderabad, India	Jan 2022 to Feb 2024
<ul style="list-style-type: none">Contributed to 20+ mobile games with 30K+ downloads.Implemented gameplay loops, UI interactions, and reusable Unity systems.Integrated ads and in-app purchases across multiple titles.	

Education

Master of Science, Game Technology ICAT Design & Media College — Bengaluru	Jan 2022
Bachelor of Computer Applications Kristu Jayanti College — Bengaluru	Jun 2019

Skills

- Unity & C#
- Object-Oriented Programming (OOP), SOLID basics
- Design Patterns: MVC, State, Observer
- Gameplay Systems & Progression
- Algorithms & Data Structures
- Performance Optimization (Unity Profiler, Object Pooling)
- Unity Editor Scripting, DOTween
- Git, Rapid Prototyping & Iteration