

# DEEPAK NELSON S

Bengaluru India | +91 9108731706 | [deepaknelson.dev@gmail.com](mailto:deepaknelson.dev@gmail.com) | WWW: [linkedin.com/in/thedrakun/](https://www.linkedin.com/in/thedrakun/) | WWW: [thedrakun.dev](https://www.thedrakun.dev)

## Summary

Unity Game Developer with 4+ years of experience in crafting f2P mobile games. Strong in C# and modular architectures, with hands-on experience building gameplay systems, progression features, prototyping and performance-optimized solutions. Known for turning creative ideas into smooth, engaging gameplay.

## Experience

<b>Unity Game Developer</b> Super Huge Studios — Bengaluru, India <i>Solitaire Candy World</i> <ul style="list-style-type: none"><li>Delivered gameplay features and technical art achieving <b>70K+ downloads</b>, a <b>4.9-star rating</b>, <b>D1 - 42%</b>, <b>D7 - 17%</b>, and a <b>35-minute avg playtime</b>.</li><li>Implemented, scaled, and maintained <b>Live-ops features</b> (Win Streaks, Season Passes, Powerups, Albums) using <b>MVC architecture</b>, driving sustained player engagement through continuous updates, tuning, and iteration.</li><li>Engineered a <b>reusable Particle Attractor System</b> using <b>DOTween</b> and <b>object pooling</b>, improving runtime performance by <b>70%</b>.</li><li>Developed a <b>dynamic IAP strategy system</b> delivering <b>personalized offer packs</b> based on player performance and in-game economy state.</li><li>Worked closely with <b>teammates</b> to keep <b>communication clear</b>, <b>manage expectations</b>, and <b>handle hotfixes</b> while navigating <b>high-pressure development milestones</b>.</li></ul> <i>Hybrid-Casual Mobile Games (Cat Wool, Gem Clicker)</i> <ul style="list-style-type: none"><li>Shipped a complete game from <b>prototype to production</b> within <b>2-3 weeks</b>.</li><li>Built <b>procedural-level generation tools</b> and <b>data-driven systems</b> to scale level creation workflows.</li><li>Optimized level creation pipelines, <b>2× faster creation</b> and <b>35% efficiency gains</b>, with polished animations and VFX.</li></ul> <i>Shootopia - Arcade Shooter</i> <ul style="list-style-type: none"><li>Led Unity front-end development for two arcade shooter titles.</li><li>Implemented a WebSocket-based real-time aiming system with <b>0.05 ms accuracy</b>.</li></ul>	Jun 2024 to Present
<b>Junior Game Developer</b> Flick Game Studio — Hyderabad, India <ul style="list-style-type: none"><li>Contributed to <b>20+ mobile games</b> with <b>30K+ downloads</b>.</li><li>Implemented <b>gameplay loops</b>, <b>UI interactions</b>, and <b>reusable Unity systems</b>.</li><li>Integrated <b>ads and in-app purchases</b> across multiple titles.</li></ul>	Jan 2022 to Feb 2024

## Skills

<ul style="list-style-type: none"><li>Unity &amp; C#</li><li>Object-Oriented Programming (OOP), SOLID basics</li><li>Design Patterns: MVC, State, Observer</li><li>Gameplay Systems &amp; Progression</li></ul>	<ul style="list-style-type: none"><li>Algorithms &amp; Data Structures</li><li>Performance Optimization (Unity Profiler, Object Pooling)</li><li>Unity Editor Scripting, DOTween</li><li>Git, Rapid Prototyping &amp; Iteration</li></ul>
---	---

## Education

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