

# 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

<b>Unity Game Developer</b> Super Huge Studios — Bengaluru, India Candy World Solitaire	Jun 2024 to Current
<ul style="list-style-type: none"><li>Was a Key Contributor in building gameplay features and technical art, achieving <b>42% D1 retention</b>, <b>17% D7 retention</b>, a <b>4.9-star rating</b>, and <b>40K+ downloads</b>.</li><li>Implemented <b>progression and meta systems</b> (Win Streaks, Season Pass, Powerups, Albums) using <b>MVC architecture</b>, increasing <b>average session length per day to 35 min</b>.</li><li>Delivered <b>reactive UI systems</b> with <b>event-driven architecture</b> for responsive gameplay feedback.</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>Integrated <b>adaptive rescheduling algorithms</b> for <b>push notifications</b> improving engagement and retention.</li></ul>	
<b>Hybrid-Casual Mobile Games (Cat Wool, Gem Clicker)</b> <ul style="list-style-type: none"><li>Shipped a complete game from <b>prototype to production</b> within <b>3-4 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>	
<b>Shootopia - Arcade Shooter</b> <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>	
<b>Junior Game Developer</b> Flick Game Studio — Hyderabad, India	Jan 2022 to Feb 2024
<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>	

## 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

## 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>
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