DEEPAKNELSON S

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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

Unity Game Developer   Jun 2024 to Present

Super Huge Studios — Bengaluru, India

Solitaire Candy World
- Delivered gameplay features and technical art achieving **70K+ downloads**, a **4.9-star rating**, **D1 - 42%**,
- **D7 - 17%**, and a **35-minute avg playtime**.
  Implemented, scaled, and maintained **Live-ops features** (Win Streaks, Season Passes, Powerups, Albums) using **MVC architecture**, driving sustained player engagement through continuous updates, tuning, and iteration.
- Engineered a **reusable Particle Attractor System** using **DOTween** and **object pooling**, improving runtime performance by **70%**.
- Developed a **dynamic IAP strategy system** delivering **personalized offer packs** based on player performance and in-game economy state.
  Worked closely with **teammates** to keep **communication clear**, **manage expectations**, and **handle hotfixes** while navigating **high-pressure development milestones**.

Hybrid-Casual Mobile Games (Cat Wool, Gem Clicker)
- Shipped a complete game from **prototype to production** within **2-3 weeks.**
- Built **procedural-level generation tools and data-driven systems** to scale level creation workflows.
- Optimized level creation pipelines, **2× faster creation** and **35% efficiency gains**, with polished animations and VFX.

Shootopia – Arcade Shooter
- 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   Jan 2022 to Feb 2024

Flick Game Studio — Hyderabad, India
- 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.

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

Education

Master of Science, **Game Technology**   Jan 2022
ICAT Design & Media College — Bengaluru

Bachelor of Computer Applications   Jun 2019
Kristu Jayanti College — Bengaluru