Tapan Ranjan

Software Engineer, Zynga Inc.   DOB: 31-Dec-1993
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Experience

- **Software Engineer (Zynga Inc.)**   **Oct-2017 : Present**
  Currently working on the mobile game **Tropic Escape**, Developing features, minigames, backend APIs and tools. Owned multiple features from spec design stage, tech architecture design, cost allocation to execution and rapid deployment. Also worked on multiple hack-a-thons and player behaviour simulation bots. **(Unity, C#, Python)**

                                                                              Mar-2016 : Sep-2017
  Worked on **FarmVille 2**, one of the most popular web-based games in the world - played by millions of users across the globe - Involved in programming gameplay, developing features and APIs, optimizations in an agile development environment.
  (PHP, ActionScript3, JS)

- **Software Engineering Intern (Zynga Inc.)**   **Sept-2015: Feb-2016**
  Worked closely with Artists, Game Designers to create content and development tools for the hit web game **FarmVille 2**. **(ActionScript3, JSON, Python)**

Side Projects and Co-curriculars

AI and Sims:
- Travelling Salesman Problem solver (using Genetic algorithms)
- Boids based herding simulator

Electronics:
- Modular home automation system HoneyWell Tech-symposium, Bangalore (2014)
- Augmented reality virtual assistant (Arduino, Android)

GameDev:
- Unity Top-Down 2D boilerplate framework
- Unreal Engine 3D puzzle platformer tech demo for game dev workshops
- FB Instant, Phaser3 based 2D-Iso engine

College:
- Researcher, Creation Labs (VIT University)
- Technical Core at Tech and GameDev Club

Skills and Core Competencies

- Proficient in **Emb C, C#, Python, AS3, JS, PHP, C++**
- Experience on working and maintaining large code bases, and using source control (Git, Perforce).
- Experience building Data driven systems.
- Worked on Server-client based multiplayer games.
- Closely worked with Designers, Tech Artists and UI/UX to develop QoL tools and features.

- Familiar with software engineering methodologies. i.e. Agile, Waterfall
- Have a sharp eye for debugging and troubleshooting.
- Experience with MVVM (MVC) architecture pattern.

Education

Bachelors of Technology (Computer Science)
VIT University, Vellore - 2015

Xth & **XIIth** (Science)
CBS, Gurgaon - 2009 & 2011

Hobbies

- Currently playing: Risk of Rain 2, Brawl Stars, Apex Legends and Minecraft.
- I also enjoy listening to music, checkout what I am currently listening to on Spotify

Live project demos and more information about my projects available on: http://tapanranjan.com/