

# Richa Agrawal

## Software Engineer I

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🔗 Portfolio

### PROFILE

Proactive Software Engineer with experience in game development (Unity, C#) and web development (React, TypeScript). Skilled in building scalable apps, integrating APIs, and improving user experience.

### EXPERIENCE

#### Freelance Software Developer

Jan 2025 – Present

- Designed and deployed a startup website **Wolferra.io** using React and TypeScript, ensuring responsive and modern UI/UX.
- Built a client **Portfolio** showcasing creative design and seamless navigation.
- Developed the **HighOctane** Gaming Zone website using Wix and Figma, improving user engagement.

#### Software Development Engineer-1

ONE VERSE GAMING TECHNOLOGY PRIVATE LIMITED

Apr 2025 – Sep 2025 | Jaipur

- Developed a Ludo game in Unity (C#) ensuring high performance and smooth gameplay.
- Integrated APIs, RMG Wallet, KYC verification, and UPI Fetch Android Library for secure financial transactions.
- Built a custom Android Image Picker & Cropper in Unity for native image selection and preview.

#### Software Development Engineer - 1

MyTeam11 Fantasy Sports

Nov 2023 – Mar 2025 | Jaipur

- Developed and maintained Point-based Power Ludo in Unity(C#), improving stability and responsiveness.
- Led UI/UX development, feature integration, and wallet setup for end-to-end support.
- Resolved critical bugs, improving app reliability and crash rate.
- Built an in-app update system using Android Library with Unity for seamless updates.
- Collaborated with cross-functional teams for feature planning and performance optimization.

### EDUCATION

#### B.Tech in Information Technology

Engineering College Ajmer

2019 – 2023 | Ajmer, Rajasthan

### CERTIFICATIONS

- Learning Unity 2D Scripting - LinkedIn

### SKILLS

- Programming Languages:** C#, C++, JavaScript, HTML5, CSS3
- Frameworks & Libraries:** Unity, React.js, TypeScript, Express.js, Node.js, APIs
- Databases:** MySQL, MongoDB
- Tools & Platforms:** VSCode, Postman, Git, Android Studio, Jira
- Core Concepts:** OOP, DSA

### PROJECTS

#### Tic Tac Toe

- Multiplayer game with AI solo play, offline multiplayer, and real-time online multiplayer (PUN2).
- Enabled friend invitations and competitive matches.
- Tech Stack: Unity, C#, Figma.

#### Crash Astral

- Developed a multiplayer Aviator-inspired game with prediction mechanics and user-friendly UI.
- Contributed to high user retention.
- Tech Stack: Unity, C#, Figma.

#### Live Session Stream

- Developed a full-stack live session demo with persistent sessions, shareable URLs, and an interactive video player.
- Built APIs for session management with persistent storage for presenter and participant access.
- Deployed with production-ready storage and documented setups for easy testing and future enhancements.
- Tech Stack: React, Vite, TypeScript, Node.js, Express, MongoDB Atlas, HTML5 Video, REST APIs

### ACHIEVEMENTS

- Recognized as “**Quality Enforcer**” at MyTeam11 Fantasy Sports.
- Awarded “**Intern of the Month**” at Labdbox.

### BLOGS

- Streamlined In-App Updates: **Unity** & Custom Android Library ([Read](#))
- Bringing Tic-Tac-Toe Online: Build a Multiplayer Game with **PUN2** ([Read](#))
- Unity x Android **Image Picker** — Gallery, Camera & Crop ([Read](#))