

# Richa Agrawal

## Software Engineer I

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🔗 Portfolio

### PROFILE

Proactive **Software Development Engineer** with expertise in **game development (Unity, C#)** and **web development (React, TypeScript)**. Skilled in **API integration, UI/UX optimization, and high-performance application development**. Recognized for delivering scalable solutions and improving user experience. Adept at collaborating across teams and ensuring software quality in fast-paced environments.

### EXPERIENCE

#### Software Development Engineer-1

ONE VERSE GAMING TECHNOLOGY PRIVATE LIMITED 🔗

Apr 2025 – Present | Jaipur

- Developing **Ludo** using Unity and C#, ensuring high performance and smooth user experience.
- Integrated **APIs, RMG Wallet, KYC verification, and UPI Fetch Android Library** for secure financial operations.
- Implemented a **custom Android Image Picker & Cropper** inside 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.

#### Freelance Web Developer

Aug 2024 – 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.

### 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

### 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 | GitHub Repository 🔗 | APK Access 🔗 .

#### 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 | GitHub Repository 🔗 | APK Access 🔗 .

#### Web Development Projects

- Built a **User Registration Page** with authentication features.
- Developed **CineCraze Watchlist Feature** for personalized movie tracking.
- **Developed a React-based website as a freelance project for a client**, delivering a responsive UI and smooth navigation.
- **Tech Stack:** Node.js, MySQL, React.js, TypeScript, HTML, CSS

### 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) 🔗