Richa Agrawal

Software Engineer I

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PROFILE

Proactive Software Engineer with experience in game development (Unity, C#) and web development (React, TypeScript). Skilled at building scalable applications, integrating APIs, and improving user experience across platforms. Seeking to leverage strong full-stack capabilities and game-engine expertise in a challenging Software Engineer role.

EXPERIENCE

Software Development Engineer-1
ONE VERSE GAMING TECHNOLOGY PRIVATE LIMITED
Apr 2025 – Sep 2025 | Jaipur

- Developed a full-featured Ludo game in Unity (C#), delivering smooth performance and engaging gameplay for users.
- Integrated APIs for RMG Wallet, KYC verification, and UPI Fetch Android library for secure financial transactions.
- Designed and implemented a custom Android image-picker & cropper module within Unity for native image selection and preview functionality.

Software Development Engineer - 1
MyTeam11 Fantasy Sports
Nov 2023 – Mar 2025 | Jaipur

- Built and maintained the point-based Power Ludo game using Unity (C#), improving stability and responsiveness of the application.
- Led UI/UX development, integrated new features and set up wallet functionality to support user onboarding and retention.
- Resolved critical bugs, reducing app-crash rate and improving reliability.
- Developed and implemented an in-app update system via Android library within Unity, enabling seamless version roll-outs.
- Collaborated with cross-functional teams (product, design, QA) for feature planning and performance optimization.

Web Developer Intern
Labdox
Aug 2023 – Nov 2023

- Designed and deployed the startup website **Wolferra.io** using React and TypeScript, ensuring a responsive modern UI/UX.
- Built a client portfolio website showcasing creative design and seamless navigation.
- Developed HighOctane Gaming Zone website using Wix and Figma; improved user engagement through intuitive layout and interactive components.

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, REST APIs
- **Databases:** MySQL, MongoDB
- **Tools & Platforms:** VSCode, Postman, Git, Android Studio, Jira
- **Core Concepts:** OOP, DSA

PROJECTS

Tic Tac Toe
- Multiplayer game offering AI solo play, offline multiplayer and real-time online multiplayer (PUN2).
- Added friend-invitation feature and competitive matches.
- Tech Stack: Unity, C#, Figma.

Crash Astral
- Developed a multiplayer Aviator-inspired game featuring prediction mechanics and user-friendly UI.
- Contributed to high user retention through engaging gameplay loops and performance tuning.
- Tech Stack: Unity, C#, Figma.

Live Session Stream
- Created a full-stack demo: persistent sessions, shareable URLs, interactive video player.
- Built REST APIs for session management with persistent storage for presenter and participant access.
- Deployed production-ready architecture and documented setup for 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 Labdox.

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*)