# 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.

### 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.

### Web Development Projects
- Built a **User Registration Page** with authentication features.
- Developed **CineCraze Watchlist Feature** for personalized movie tracking.
- **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 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*)