Richa Agrawal

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Profile

Proactive Software Development Engineer skilled in game and web development, with expertise in Unity, C#, and API integration. Recognized for enhancing user experiences and ensuring software quality. Successfully developed high-performance games and dynamic web solutions. Collaborative and detail-oriented, awarded for excellence in delivering innovative, user-focused projects.

Experience

Software Development Engineer - 1, *MyTeam11 Fantasy Sports*
Nov 2023 – present | Jaipur
- Developing **Power Ludo (Standalone App)** using **Unity and C#**, focusing on high performance and seamless user experience.
- Leading **front-end development**, including **UI/UX design, API integration, KYC verification, and RMG Wallet implementation**.
- Optimizing app performance by identifying and fixing bugs, enhancing system stability, and ensuring smooth gameplay.
- Integrated **in-app updates** using **Android Library and Unity**, enabling seamless updates with minimal user disruption.
- Collaborating with cross-functional teams to implement new features, improve user engagement, and streamline development workflows.

Web Developer Intern, *Labdox*
Aug 2023 – Nov 2023
- Designed and deployed **personal portfolios** and **landing pages** utilizing **Swipe Pages**, enhancing client brand presence.
- Created a **HighOctane** gaming zone website using **Wix** and **Figma**, showcasing innovative layouts and user-friendly navigation.
- Collaborated closely with cross-functional teams to deliver projects on time with high quality.

Education

Engineering College Ajmer, *B.Tech in Information Technology*
2019 – 2023 | Ajmer, Rajasthan
- CGPA : 7.53

Achievements

- Recognized as '**Quality Enforcer**' for ensuring top-notch standards at MyTeam11 Fantasy Sports.
- Awarded '**Intern of the Month**' at Labdox for outstanding performance and dedication.

Blogs

- Streamlined In-App Updates: **Unity** & Custom Android Library (***Blog***)
- Bringing Tic-Tac-Toe Online: Build a Multiplayer Game with **PUN2 (Blog)**

Skills

- **Language**: C#, C++, JavaScript, HTML5, CSS3
- **Frameworks & Libraries:** React.js, TypeScript, Express.js, Node.js, Unity, APIs
- **Database**: MySQL, MongoDB
- **Tools & Platforms:** VSCode, Postman, Git, Figma, Android Studio

Projects

Tic Tac Toe
- Developed a **multiplayer Tic Tac Toe game** with three gameplay modes: AI-based solo play, offline multiplayer, and **real-time online multiplayer** using **Photon Unity Networking 2 (PUN2)**.
- Enhanced user engagement through seamless online friend invitations and competitive matches.
- **Tech Stack**: Unity, C#, Figma | GitHub Repository | APK Access.

Crash Astral
- Designed and implemented a **multiplayer Aviator-inspired game**, featuring real-time prediction mechanics and user-centric UI/UX.
- Delivered an intuitive player interface with high retention rates.
- **Tech Stack**: Unity, C#, Figma | GitHub Repository | APK Access.

Web Development Projects
- **User Registration Page**: Engineered a robust user registration page with secure authentication mechanisms.
- **CineCraze Watchlist Feature**: Built a dynamic feature enabling users to manage and personalize movie and drama watchlists.
- **React Website Merge:** Merged two static React websites, updated content and contact details, and resolved routing issues post-integration.
- **Tech Stack**: Node.js, MySQL, HTML, CSS, React.js, TypeScript

Certifications

- Learning Unity 2D Scripting - Linkedin