# 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

- Developed and launched **Power Ludo**, a high-performance game built with **Unity and C#**, focusing on an engaging user experience.
- Specialized in front-end development, contributing to the design, implementation, and **optimization of UI/UX**.
- Spearheaded **bug fixes and performance enhancements**, improving system reliability and user satisfaction.
- Integrated **in-app updates** using Android Library and Unity, ensuring seamless user updates and minimal disruption.

**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

- **Game Development**: Unity, C#
- **Web Development**: Node.js, HTML5, CSS3, JavaScript
- **Database**: SQL, MongoDB
- **Tools**: Postman, Git, Figma, Android Studio
- **API Integration**: RESTful APIs

## 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.
- **Tech Stack**: Node.js, MySQL, HTML, CSS

## Certifications

- Learning Unity 2D Scripting - Linkedin