Venkata Ateet Gogineni

Game Engineer

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Dynamic Game Developer & Mobile App Engineer with 3+ years of experience in Unity, C#, and React Native. Skilled in crafting immersive gameplay systems, performance-optimized mobile apps, and cross-platform Unity–React Native integrations. Experienced in feature development, debugging, and delivering engaging user experiences on Android and iOS. Strong background in C++, Firebase, API integration, and agile workflows. Passionate about innovation and collaborative problem-solving in game and mobile app development.

SKILLS

- **Programming & Scripting:** C#, TypeScript, JavaScript
- **Frameworks & Libraries:** React Native, React.js, Unity3D, Unity Engine
- **Version Control:** Git, SourceTree, Bitbucket
- **Cloud & Platforms:** AWS, Google Console
- **Project Management & Methodologies:** Agile, Jira, Confluence
- **Other Tools:** Yarn, MS Office

WORK EXPERIENCE

Software Engineer - PurpleTalk
Sep 2025 - Present

- Collaborated in Unity to develop a narrative-based game, focusing on immersive storytelling elements.
- Utilized AWS for efficient bundle storage and Google Cloud for data path management, enhancing gameplay performance.
- Leveraged Yarn for narrative structure implementation, facilitating dynamic and engaging content delivery.
- Developed a plugin to generate text-to-image features, supporting localization for both Android and iOS platforms, which expanded user accessibility.

Associate Analyst Engineer - PurpleTalk
Aug 2022 - Sep 2025

- Developed cross-platform mobile applications and games using Unity and React Native.
- Engineered innovative Unity-React Native bridge solutions, significantly enhanced app performance and user experience.
- Designed and implemented engaging gameplay mechanics while optimizing application performance for scalability across Android and iOS platforms.
- Conducted feature development and stability enhancements, leading to a robust, user-friendly application.
- Efficiently debugged and resolved technical issues, resulting in improved overall app performance and increased user satisfaction.
- Collaborated in agile workflows, utilizing Git for version control to streamline project management and development processes.
- Integrated Firebase and APIs to enhance app functionality and boost user engagement.
- Demonstrated strong problem-solving skills by rapidly learning new technologies and adapting to dynamic project requirements.

Trainee Software Engineer - PurpleTalk
Aug 2022 - Oct 2023

- Contributed to the integration of SDKs for Clash application, utilizing React Native and Unity technologies to enhance gameplay experiences.
- Developed and integrated a multiplayer Rummy game in Unity, implementing server integration to support real-time player interactions.
- Executed the Unity-native bridge support for GamePe, facilitating regional language support and broadening user accessibility.
- Collaborated with cross-functional teams to ensure seamless integration of game features and improved overall performance across platforms.

PROJECTS

Bigg Boss: The Game

- An advanced reality-based narrative game featuring expanded gameplay mechanics, enhanced narrative, and multi-language support for Android and iOS.
- Implemented **regional language support** (localization) in Unity, overcoming native limitations by developing a custom plugin that converts text to images via Android/iOS native code and dynamically renders them in-game.
- Managed **asset bundle handling** for efficient loading of game assets and themes.
- Added **narrative dialogue audio support**, ensuring immersive storytelling with synchronized voice-over playback.
- Collaborated with cross-platform teams to optimize performance and maintain feature parity on both Android and iOS.

Big Brother: The Game – Play Store , App Store

- A high-stakes reality-based narrative game where players compete in challenges, make strategic choices, and navigate unpredictable storylines to become the ultimate house champion.
- Implemented **gameplay features** and performed bug fixes to enhance narrative flow and player experience.
- Integrated **Xsolla Web Store** for in-game purchases and monetization within the Unity game.
- Learned and utilized **Yarn scripting system** for dialogue and narrative branching to manage interactive storylines.

Slot Stream: Play Store

- A cross-platform slot machine game combining React Native and Unity WebGL, offering multiple themed slot games with immersive visuals, sound, and daily rewards. Unity games are rendered in **React Native WebView**, providing a seamless mobile casino experience.
- Developed **React Native front-end** to handle user data, AWS integration, and game session management.
- Implemented **Unity WebGL slot games** divided by themes, loaded dynamically in React Native WebView.
- Designed and managed **React Native ↔ Unity communication** using DOM-based messaging to control game flow, update scores, start/stop games, and load next game.
- Optimized performance and user experience across mobile devices by synchronizing WebView and Unity states effectively.
- Collaborated with backend and design teams to integrate real-time game metrics and scoring.

Blackjack

- A real-time multiplayer **1 vs N Blackjack** card game built entirely in Unity, where multiple players compete against a dealer in synchronized online sessions.
- Handled complete **client-side game logic** including card distribution, player actions, and round-based win/loss calculations.
- Developed and managed all **UI components**, such as betting panels, scoreboards, and result animations.
- Implemented **real-time synchronization** with the server, ensuring accurate session flow and consistent multiplayer behavior.
- Collaborated with backend developers to refine socket message structures and ensure seamless gameplay communication.

GamePe: Play Store

- A full-fledged Unity-based gaming platform featuring live multiplayer games such as Tambola, Ludo, Snakes & Ladders, and Gin Rummy, along with live hosts, leaderboards, and chat-based community interactions.
- Worked on **integration of Cricket Clash** game into the GamePe platform with optimized performance and UI consistency.
- Implemented complete **application and chat localization**, adding multilingual support across all in-game systems.
- Overcame Unity's native localization limitations by designing a **custom localization framework** for text and UI elements.
- Collaborated with design and QA teams to test multi-language layouts and ensure compatibility across regions.

Rummy

- A real-time multiplayer Rummy card game built in Unity, featuring interactive gameplay, server synchronization, and dynamic UI updates based on live data.
- Developed complete **client-side game logic** and managed **real-time communication** with the multiplayer server.
- Designed and implemented responsive **UI and lobby systems**, dynamically populated from live server data.
- Integrated the Rummy module into the **Clash** React Native platform through Unity SDK bridging.
- Collaborated with backend developers to ensure smooth gameplay data flow and optimize performance.

Clash - Games & Group Chats: Play Store

- A multiplayer gaming platform where users compete in 1v1 and tournament battles across 12 arcade-style games, featuring real-time matchmaking and reward-based gameplay.
- Integrated Unity-based games into a React Native app through a custom SDK bridge for seamless cross-engine performance.
- Worked on **Cricket Clash** and **Deer Hunt** Unity 3D modules, ensuring stable communication between Unity and React Native layers.
- Collaborated with backend and UI teams to optimize loading performance and game transitions across Android and iOS.

EDUCATION

- **Bachelor of Technology:** 2017 - 2021
  Computers Science Engineering
  Malla Reddy College of Engineering & Technology, Medak
  Grade - 7/10

ADDITIONAL INFORMATION

Languages: English, Hindi, Telugu