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Atul Goel

Targeting an engaging position as a Technical Architect or Technical Lead in Gurgaon, Remote, Hyderabad or Bengaluru. Leveraging 7 years of extensive experience in gaming industry and software engineering, infrastructure, and tools to drive innovation and deliver high-impact solutions in a dynamic and collaborative environment.



PROFILE SUMMARY

- Accomplished Senior Technical Architect/Technical Lead with a proven track record of successfully leading cross-functional teams in the design, development, and implementation of complex technical solutions.
- Extensive expertise in architecting scalable and robust systems, with a focus on aligning technology strategies with business objectives to drive innovation and deliver high-impact solutions.
- Showcased leadership in guiding teams through the full software development lifecycle, from requirements gathering to deployment, ensuring the delivery of high-quality, on-time, and within-budget projects.
- Proficient in leveraging cutting-edge technologies and frameworks to design and implement scalable, secure, and efficient software architectures that meet or exceed organizational goals.
- Proven capability to collaborate with stakeholders, including executives, product managers, and development teams, to define technical roadmaps, prioritize initiatives, and ensure successful project execution.
- Proficient at fostering a culture of continuous learning and mentorship, promoting technical excellence within teams, and enhancing overall team performance.
- Strong problem-solving and analytical skills, with a keen capability to identify and address technical challenges, optimize processes, and drive efficiency gains.
- Effective communicator with the capability to translate technical concepts into non-technical terms, facilitating clear and concise communication across diverse stakeholders and fostering a collaborative work environment.

EDUCATION



Master of Entertainment Technology

Carnegie Mellon University
Entertainment Technology Center,
Pittsburgh, PA
2019



Bachelor's in IT – Network Programing

Vellore Institute of Technology
University, India
2017

CERTIFICATION



AWS Certified on Cloud Fundamentals



AWS Certified Solution Architect

CORE COMPETENCIES



- Cloud Development

- DevOps Practices

- Scalable Architectures

- Agile Methodologies

- Product Development

- Team Leadership

- Process Optimization

- Cross-Functional Collaboration

- Performance Enhancement



HIGHLIGHTS

- Successfully launched eight products across diverse industries, including a fintech solution tailored for the healthcare sector, two immersive VR mobile gaming titles, three innovative physical themed entertainment installations, an online game for a prominent mobile game developer, and a pioneering online game utilized for scientific research purposes.
- Stabilized the Crickpe platform at Third Unicorn and reduced operational costs, resulting in a 60% reduction in monthly server expenses and enhanced server efficiency, contributing to improved performance and reduced downtime.
- Spearheaded a transformative shift in the Pixelberry Studio's CI/CD process, migrating from default Gitlab runners to dedicated AWS runners behind an ASGM which resulted in a 70% acceleration in build times, supporting hundreds of simultaneous jobs and improving development lifecycle efficiency.
- Developed a serverless art asset ingestion pipeline at Pixelbery Studios enabling customers to upload PSD files and auto-generate game-ready assets while introducing a Domain-Specific Language to dictate texture packing, compression, and conversion to protocol buffers. Technologies used: Java, Typescript, AWS CDK, Pub/Sub, Step Functions, CI/CD, GraphQL.
- Proficient in leading the transition to SCRUM and implementing no-touch CI/CD systems, resulting in a significant increase in deployment speed and efficiency, driving operational excellence and project success.

TECHNICAL SKILLS



Primary Languages: Java, Typescript/Javascript, C#

Additional languages: Shell Script, Python, C/C++

Database/Caching: SQL, Redis, Memcache, NoSQL, DynamoDb

Technologies: Pub/Sub, Protocol Buffers, EC2, Lambda, GraphQL, REST, API Gateway, CDN, Loadbalancer

Frameworks/Libraries: Spring, Node.js, AWS CDK, AWS SDK, JUnit, Jest, lerna

Version Control: Git (Gitlab/ Github), SVN, Perforce, Jfrog Artifactory, Bitbucket



CAREER TIMELINE

Third Unicorn - Chandigarh, India | Since Jul'23 | Technical Product Manager

Pixelberry Studios - Mountain View, CA | Jan'20 – Jul'23 | Software Engineer - Infrastructure and Tools

Big Huge Games | Jan'19 - Dec'19 | Associate Software Engineer

Department of Psychology, Carnegie Mellon University | May'18 – Aug'21 | Game Programmer

Param Labs | Dec'16 – May'17 | AR/VR Game Programmer



WORK EXPERIENCE

Third Unicorn - Chandigarh, India | Since Jul'23 | Technical Product Manager

Key Result Areas:

- Implemented key process enhancements, transitioning the team to SCRUM and introducing a no-touch CI/CD system and marked increase in deployment speed and efficiency, streamlining the development lifecycle.
- Led talent development initiatives across technical and QA teams, resulting in a 95% decrease in user-reported issues and dramatically reduced help-desk ticket volume from an average of 400 to under 10 per day, showcasing improved product stability and user satisfaction.
- Spearheaded the development of ZeroPe, a fintech solution for the medical sector, architecting the product for scalability to accommodate over 100K users.
- Hands-on involvement in code reviews and coding elevated the team's capabilities and coding standards, ensuring a robust and high-quality product.

Pixelberry Studios - Mountain View, CA | Jan'20 – Jul'23 | Software Engineer - Infrastructure and Tools

Key Result Areas:

- Co-designed a user authentication and authorization system for all company services and products, catering to millions of users on AWS Cognito. Technologies utilized: Typescript, AWS CDK, Single Sign On, JWT, API Gateway.
- Amplified the performance of an in-house programming language by refining the interpreter and grammar using ANTLR. Integrated this cloud-based tool with Atom IDE. Technologies involved: Interpreter/Compiler Design, Grammar, Java, Python, Shell script.
- Facilitated the deployment of the in-house job-orchestration platform - cloud-pipe. Resolved bugs and optimized functionality using Java, Infrastructure as a Code, AWS Cloudformation, Database optimizations, Caching, API Design, Debugging.
- Created a tool to convert JSON data into an easy-to-read movie-script format. Collected data using a visitor pattern, wrote an HTML generator, and transformed the HTML into a PDF, hosted on the cloud and shared via a signed URL. Technologies: Java, Typescript, AWS Lambda.
- Developed a content moderation web service for images and stories using an external AI service with customizable parameters for multiple age-ratings. Collaborated closely with the product team to transform an abstract idea into a fully-fledged feature. Technologies: Typescript, Moderation Engine, AWS.
- Designed a comprehensive onboarding program called Pixelberry PhD, a two-week program for new developers to familiarize themselves with tools and processes across different teams which reduced the onboarding time by a great measure.
- Recognized the necessity for a dedicated Automation and Tools team to streamline processes and enhance efficiency, actively participated in the hiring process of a Team Leader.

Big Huge Games | Jan'19 - Dec'19 | Associate Software Engineer

Key Result Areas:

- Enhanced the usability and workflow of the internal admin tool website at Big Huge Games, reducing feature testing times by half and eliminating data-entry related errors by QA. Achieved by removing low-level access to functions by non-developers.
- Utilized Java and Spring for the implementation.
- Implemented a robust ledger system for an in-game resource to prevent cheating and developed a corresponding online tool to rectify the gameplay state of existing hackers.
- Executed using Java and Spring, contributing to a fair and secure gaming environment.
- Devised a real-time monitoring web service for the game's Chat services, employing Telemetry, Shell script, Backend, and Java.
- Aimed to swiftly identify and address the root causes of server failures, ensuring seamless gameplay for users.

Department of Psychology, Carnegie Mellon University | May'18 – Aug'21 | Game Programmer

Key Result Areas:

- Re-architected a WebGL-based space invaders research game with Unity, C#, and WebGL and custom analytics at the Department of Psychology, Carnegie Mellon University, earning international recognition in academia.
- Designed a 'Control Center Dashboard' enabling researchers to dynamically adjust game audio and settings on-the-go, tailoring specific configurations for individual players.
- Utilized technologies including SailsJS, AngularJS, Spring Boot, Java, and DynamoDB.
- Supported two existing testing platforms and spearheaded the end-to-end deployment of two new 6-month projects from external developers.
- Showcased expertise in PhaserJs and Python throughout the project lifecycle.

Param Labs | Dec'16 – May'17 | AR/VR Game Programmer

Key Result Areas:

- Re-engineered and launched an existing Samsung GearVR game on Google Daydream, optimizing it to utilize the controller which was prominently featured on the store upon its launch, showcasing proficiency in Virtual Reality, Unity, and C#.
- Contributed to the shipping of a mobile VR racing game designed to test VR-ads created by the Google team, actively gathering analytics.
- Prototyped various demos for the launch of Asus Zenfone, showcasing versatility in Virtual Reality, Unity, and C#.



PROJECTS

Project Playgrounds - Google Experience Center Aug 2018 Dec 2018 Programmer/ Backend Engineer

Miracle Workshop - Give Kids the World Jan 2018 May 2018 System Architect/ Pipeline Engineer