

# BALPREET SINGH

## Team Lead / Senior Unity Developer

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Location: J&K, India

### ABOUT

Highly experienced Senior Unity Developer & Team Lead with 8+ years of experience looking for a new leadership challenge. Proven track record of leading teams and shipping 4 titles

### EXPERIENCE

**Team Lead** | **ArdentInfo Solutions** (Sep 2021 – Feb 2025) | Chandigarh, India

Projects: **Rule of 3** ([Web](#)), **Race for The White House** (Multiplayer Strategy Game) ([Demo-Video](#))

- **Leadership & Delivery:** Spearheaded technical development for a narrative e-learning platform and a multiplayer game, mentoring teams of 3-4 developers. Delivered 2 games, expanding the company's portfolio by 20%.
- **Process Optimization:** Optimized workflows via CI/CD pipelines and custom editor tools, reducing build times/coding effort by 20% and 60%. Applied SOLID principles improving throughput by 15%. Managed LiveOps/DLCs using Addressables.
- **Stakeholder Collaboration:** Led client workshops to translate business needs into technical specs, reducing revision cycles by 30% and accelerating time-to-market by 1 month.

**Unity Team Leader** | **Webzool Creative Inc.** (Oct 2019 – Jul 2021) | California, USA

Projects: **RS Fun** ([Mobile](#)) ([Web](#)), **F7 Fun** (Casino Games) ([App-Store](#))

- **Scalable Architecture:** Architected a slot machine engine, reducing memory usage by 15% via Addressables and Scriptable Objects. Implemented design patterns (MVC, DI, Observer, Strategy) to enhance dev output by 25%.
- **Team Leadership:** Managed a 14-developer team to deliver mobile games, achieving 100% deadline adherence.
- **Tooling & Efficiency:** Built custom editor tools to accelerate development and integrated UGUI with pluggable skins for seamless UI workflows. Rapidly mastered new tools (GitHub Actions) to reduce build times by 20%."
- **Live Ops:** Implemented Info API's to gather real-time data and improve UX with progressive builds.

**Game Developer** | **Lucky Strike Games** (Mar 2018 – Aug 2019) | Bangalore, India

Project: **Bingo Blast** (Card Game) ([Mobile](#))

- **Performance Optimization:** Reduced GC spikes by 40% via object pooling and cut asset bundle sizes by 35%.
- **Technical Debt Reduction:** Overhauled the core Bingo framework, decreasing tech debt by 15%.

**Developer & Co-Founder** | **Gaming Dronzz** (May 2017 – Present) | Jammu, India

Projects: **Hyike Games** ([Ludo](#)), **My CCA** ([Govt.](#)), **Ludo Ultimate** ([PC-Mobile](#)), **Resume as a Game** ([Link](#)), **Match-o-Mania** ([Web](#)),

**Gaming Dronzz** ([Web](#)), **Balpreet** ([Web](#)), **DUI Cop Stop**

- **Multiplayer Systems:** Integrated Photon for real-time gameplay and REST APIs for data verification.
- **LiveOps:** Implemented Crashlytics for crash reporting and compression systems for state management.
- **Website Development:** Created dynamic single-page applications/websites using vanilla JS, HTML5, CSS3
- **AI-Powered Website Guide** – My AI agent helps users search and navigate my website seamlessly, taking them directly to the information they need with Fuzzy matching

**Developer** | **Freelance** (Oct 2015 – Apr 2017) | Jammu, India

Projects: **Universal News Timeline** ([Mobile](#)), **Govt. Pension System** (Standalone)

- **Full-Stack Development:** Built cross-platform apps and backend systems for government clients.

### SKILLS

**Programming** – C#, OOP, SOLID, DOD, Performance/Memory Optimization

**Frontend** – Vanilla JavaScript, HTML5, CSS3

**Design Patterns** - MVC, Observer, Factory, Dependency Injection, Strategy, Refactoring Legacy Code

**Multiplayer** – Photon PUN2/Fusion, Playfab, Mirror, Unity NetCode

**VC & DevOps** – Git, Sourcetree, CI/CD Pipelines, Github Actions

**Project Management** – JIRA, Slack, SCRUM, AGILE Methodologies

**Soft Skills** – Leadership, Mentorship, Collaboration

### A.I

Agentic AI, Copilot, Claude, Cursor, DeepSeek, Python, Fuzzy matching

### EDUCATION

Masters in Computer Applications, **University of Jammu, India, 2012-15**

Bachelors in Computer Applications, **University of Jammu, India, 2009-12**

### UNITY EXPERTISE

Architecture, Addressables, Debugger, Scriptable Objects, Custom Inspectors, Memory Profiler, DoTween, ECS, IL2CPP, NavMesh, UI Toolkit, Shader Graphs, GPU/CPU Profiling, Cloud Build, IAP, URP, Occlusion Culling, LOD Groups, Cinemachine, AR, VR

### OTHER CAPABILITIES

Phaser.JS, AR / VR(Beginner), Contextual AI Prompt Specialist, LLM Training, Adobe Photoshop/Illustrator

### ADDITIONAL INFO

IELTS – **Overall 7.5**

W.E.S - **Canada (Level8)**