Balpreet Singh

Technical Team Lead

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I am an Energetic, Versatile, Technical Team Leader with experience of 8+ years. My array of experience gives me an edge in understanding the broader picture of any project. I have excellent Communication Skills and I thrive on working within a team environment. I understand the WHAT, WHY and WHEN of a developer's mind along with the Vision of the Product. I strongly believe that Harmony between these two aspects brings out the best of any Product Development Life Cycle and I feel I have the ability to be the "Harmonizer".

SKILLS

Game Engines and IDE	-	Unity, Android Studio, Visual Studio, Rider, VS Code
Softwares	-	Discord, Sourcetree, Slack, Github Desktop, FileZilla
Languages	-	C, C++, Java, C#, VB.NET
Tools	-	Jira, Gitlab, Trello, Asana
Plugins	-	Firebase, Photon, Playfab, Facebook SDK, Google Play Games SDK
Deployment Systems	-	Google Play Store, Apple App Store, Web Servers, Standalone Installers/Uninstallers
Development Aspects	-	Engine Design, Scriptable Objects, Custom Inspectors, User Interface, Editor Tools, Addressables, Asset Bundles, JSON, Multiplayer
Techniques	-	O.O.P.S., S.O.L.I.D, Asynchronous / Multi-threaded / Parallel programming paradigms, Abstraction and Extension, RESTFul API's, Dependency Injection, MVC

PROFESSIONAL EXPERIENCE

Technical Team Lead – Phaser, Unity

Ardent Info, Chandigarh, India   (Sep 21 – Feb 25) (3yrs -6mo)

Rule of 3 (Project Link)

- Oversee development of 9 different games clubbed in 1 package based on **Phaser.JS** Technology
- Coordinate and Collaborate between different teams (Art, Audio, Development) using AGILE methodologies
- Integrate **Addressables** to reduce initial APK size significantly.
- Implement Base Engine for a set of 3 race games
- Integrate REST API's
- Manage a team of 4 developers

Race for The White House (Not Published Yet) (Link to Gameplay Video)

- Manage development of a 2D **Strategy Game** based on US Presidential Elections
- Integrated **Turn Based Multiplayer** Mechanism
- Created an Extensible Base for handling Multiplayer Logic, Connection Requests and **Matchmaking** on Frontend
- Usage of **Addressables** resulting in deployment of Dynamic Characters and Animations in Production Environment
- Use of **JIRA** to track bugs and fixes

Frontend Team Lead – Unity

Webzool Inc, CA, USA   (Oct 19 – Jul 21) (1yrs -10mo)

RS Fun (App Link)

- Implemented a new **Core Engine** for Slot game which lowered Game Addition Time by 30%
- Designed an automated **Custom Build Test System** resulting in lower test times and faster diagnostics
- Implement Scalable mechanisms to add Minigames later on in the project lifecycle which facilitated dynamic addition of Minigames without the need of updating the app itself
- Manage a team of 15 frontend developers, distribute and monitor tasks given to them using **JIRA**
- Implement **Asset Bundles** resulting in lower Initial APK size
- Implement **Scriptable Objects** to create Multiple GUI Skins for the same UI
- Integrate **Caching Mechanism** to make efficient use of Internet Bandwidth while also making sure that updates are fetched as soon as available
- Migrated from Asset Bundles to **Addressables** in order to stay up-to date with advancing technologies
- Build and Deploy updates on Google Play Store, App Store, Web Server and Standalone on monthly basis

Game Developer – Unity
Avantr Software Pvt Ltd., J&K, India (Mar 18 – Aug 19) (1yrs -6mo)

Bingo Blast (App Link)
- Design and Develop **Scalable Architecture** for Minigames which sped up the addition process by 20%
- Implement Minigames and **Event Notification System** resulting in 30% lower coding overhead overall
- Work on Core Game Features and Integrate REST API's
- Debug and Fix issues using **JIRA** with already implemented systems

Android Developer – Android Studio, Unity
Gaming Dronzz, J&K, India (May 17 – Feb 18) (10mo)

Hyike Games (App Link)
- Design and Develop Online Ludo Game
- Integrate **Multiplayer** Functionality based on Photon Multiplayer Plugin
- Integrate Art, Audio and Animations in the game and Data Analytics using PlayFab Plugin
- Debug and Fix bugs using **JIRA**

My CCA (App Link)
- Implement a Data Collection and Verification Application for a Govt. Organisation
- Implement **Authorization Mechanisms** for employees to enter verified records and **State Management** in order to let users use the app in remote areas without internet access
- Integrate precise GPS services

African BIB (Organisation Link)
- Design and Develop Android Based Data Collection App
- Built a system to collect info in the app and then send them to a secure server using **Data Compression**
- Generate Analytical Reports based on the data collected
- Integrate REST API's to communicate with Backend Server

Developer - Android Studio, Visual Studio
Freelance, J&K, India (Oct 15 – Apr 17) (1yrs -7mo)

Universal News Timeline (App Link)
- Integrate a website's blog to an Android App
- Integrate a Push Notification System to notify users of Latest News
- Build and Publish the app on Google Play Store

Pension Revision System
- Design and Develop a Standalone Desktop App for Department of Telecom, Jammu
- Convert a mathematics-based formula into code to revise Pensions of Employee according to latest pay scale. This resulted in resolution of 6 files per day per employee as compared to 2. A net 400% gain in output
- Integrate Data Validation Mechanisms to make sure wrong input is not provided
- Create a report generation system for Printing Purposes based on a pre-defined format

ACADEMIA

- **Masters in Computer Applications** (2012 – 2015)
  University of Jammu (NAAC Accredited A++)
- **Bachelors in Computer Applications** (2009 – 2012)
  Govt. Gandhi Memorial Science College
  University of Jammu (NAAC Accredited A++)

INTERESTS

- **Games**
  Call of Duty Series, FIFA Series, Need for Speed Series, F1 Series, GTA Series, Cities Skylines
- **Sports**
  Badminton, Football