

BALPREET SINGH

Technical Team Lead / Senior Unity Developer

✉ balpreets10@gmail.com

🔗 LinkedIn

📍 J&K, India

EXPERIENCE

- **Technical Team Lead** **Ardent Info**
📅 09/2021 – 02/2025
📍 Chd, India
* **Rule of 3**
Spearheaded Technical Development, Resolve Inter-Dept. Blockers, Perform Client Interactions
* **Race for The White House (Game Not Released yet)**
Designed Core Framework, Integrated Multiplayer using Photon, Playfab, Implemented CI-CD Pipelines, Custom Inspectors
- **Frontend Team Lead** **Webzool Creative Inc**
📅 10/2019 – 07/2021
📍 CA, USA
* **RS Fun, F7 Fun**
Designed Slot engine from scratch, implemented scalable architecture using various design patterns, added custom Editor tools for faster development, managed a team of 14 developers
- **Game Developer** **Avantr Software Pvt Ltd**
📅 03/2018 – 08/2019
📍 J&K, India
* **Bingo Blast**
Worked on core framework, designed scalable minigame system, debug and fix issues using JIRA
- **Developer / Co-Founder** **Gaming Dronzz**
📅 05/2017 – 02/2018
📍 J&K, India
* **Hyike Games, My CCA, African BIB**
Created Gameplay engine for ludo, integrated multiplayer system using Photon, REST APIs. Created data collection and verification system for a Govt. organization based in India and Africa. Integrated compression and state management system
- **Freelance**
📅 10/2015 – 04/2017
📍 J&K, India
* **Universal News Timeline, Pension Revision System**
Ported website into an android app, Integrated push notifications. Converted a complex mathematical formula with tons of conditions to code for a Govt organization to revise pension of employees

TOOLS & PLUGINS

Unity Visual Studio Android Studio JIRA Phaser.JS
Github Gitlab Slack Filezilla Discord Sourcetree
Firebase Photon PUN Playfab Mirror

SKILLS

C# Java M.V.C M.V.V.M Command Observer O.O.P.S
D.S.A S.O.L.I.D Engine Design Addressables
Scriptable Objects CI CD Pipelines Custom Inspectors

ABOUT

I am a Technical Team Leader with 8 years of game development experience specializing in Code Design focused on Scalability and Modularity. My versatile skill set, excellent communication abilities, and a commitment to leading teams towards shared goals make me an excellent candidate for this role

KEY ACHIEVEMENTS

- 💎 **Successful Game Deliveries**
Led teams to deliver 4 successful games, increasing company portfolio by 30%.
- 💎 **Improved Performance Efficiency**
Reduced game build times by 30% via CI-CD Pipelines for multiple environments
- 💎 **Enhancing Developer Output**
Built scalable and flexible systems that improved developer output by 20%
- 💎 **Effective Team Management**
Managed multiple multicultural teams of 14 and 3, achieving 100% project deadlines successfully.
- 💎 **Client Interactions**
Regular Interactions with clients to improve understanding of project and plan new challenges and their solutions

EDUCATION

Masters in Computer Applications
University of Jammu
📅 08/2012 – 05/2015 📍 J&K, India
I.E.L.T.S. Overall – 7.5

STRENGTHS

- 💎 **Communication**
Excellent Communication skills ensuring clear and concise conveying of thoughts and ideas
- 💎 **Decisive**
Accountability of my decisions and helping to lead the team towards goal achievement
- 💎 **Solution Oriented**
Focus on understanding problems and finding effective and efficient solutions