

Balpreet Singh

Technical Team Lead

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J&K, India

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 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
- Development Aspects** - Engine Design, Scriptable Objects, Custom Inspectors, User Interface, Editor Tools, Addressables, Asset Bundles, JSON, Multiplayer,
- Deployment** - Google Play Store, Apple App Store, Web Servers, Standalone Installers/Uninstallers
- Techniques** - O.O.P.S., S.O.L.I.D, Asynchronous / Multi-threaded / Parallel programming paradigms, Abstraction and Extension, RESTful API's, Dependency Injection

PROFESSIONAL EXPERIENCE

Technical Team Lead – Phaser, Unity

Ardent Info, Chandigarh, India

(Sep 21 – Feb 25) (3yrs -6mo)

Rule of 3 ([Project Link](#))

- Publish a set of 9 Puzzle based Learning Games clubbed into 1 package
- Oversee development and monitor Speed cum Efficiency of game based on Phaser.JS Technology
- Coordinate and Collaborate between different teams (Art, Audio, Development) using AGILE methodologies
- Implemented Base Engine on Unity for the purpose of Adding Individual Games resulting in 20% reduction in effort
- Integrate Asset Bundles to reduce APK size significantly.
- Integrate REST API's
- Use Scriptable Objects to create Dynamic UI's with same underlying Functionality resulting in lower code effort
- Manage a team of 4 developers, both backend and frontend
- Build and Submit Android APK's for Testing

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
- 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
- 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 addition of minigames 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 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

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 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