BALPREET SINGH

Technical Team Lead / Senior Unity Developer

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ABOUT

Senior Unity Developer & Technical Lead with 8+ years of experience in scalable game architecture, multiplayer systems (Photon/PlayFab), and AI-augmented development. Proven track record of leading teams, optimizing performance and shipping 4 titles. My excellent communication abilities, and a commitment to leading teams towards shared goals make me an excellent candidate for this role.

EXPERIENCE

- **Technical Team Lead**　　　　　　　　　**Ardent Info**
  Sep 21 – Feb 25　　　　　　　　　　　　Chd, India

  * **Rule of 3** (Link)
    Spearheaded Technical Development by mentoring a team of 3, Resolve Inter-Dept. Blockers to increase productivity by 20%, Ensure SOLID design principles are used to increase throughput by 15%.

  * **Race for The White House** (Link)
    Led and mentored a team to build a multiplayer strategy game using Photon/Playfab. Optimized network synchronization using Photon's RPC Caching reducing latency by 24%. Implemented CI-CD Pipelines, Custom Inspectors

- **Frontend Team Lead**　　　　　　**Webzool Creative Inc**
  Oct 19 – Jul 21　　　　　　　　　　　　　CA, USA

  * **RS Fun** (Link), **F7 Fun** (Link)
    Architected Slot engine, Reduced memory usage by 15% via Addressables. Implemented scalable architecture using various design patterns. Added custom Editor tools for faster development. Led a team of 14 developers to effectively deploy product.

- **Game Developer**　　　　　　**Avantr Software Pvt Ltd**
  Mar 18 – Aug 19　　　　　　　　　　　　J&K, India

  * **Bingo Blast** (Link)
    Optimized core Bingo framework. Implemented scalable minigame system & Object Pooling system, reducing GC spikes by 40%. Used JIRA to fix bugs resulting in 20% faster development. Optimized asset loading with asset bundles reducing size by 35%

- **Developer / Co-Founder**　　　　　　**Gaming Dronzz**
  May 17 – Feb 18　　　　　　　　　　　　J&K, India

  * **Hyike Games**(Link), **My CCA** (Link), **African BIB** (Link)
    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 systems.

- **Freelance**　　　　　　　　　　　　**Independent**
  Oct 15 – Apr 17　　　　　　　　　　　　J&K, India

  * **Universal News Timeline** (UNT) 🔗, **Pension Revision System**-Govt
    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

SKILLS

Programming – Performance Optimization (GC, Memory, Asset Bundles), C#, OOP, SOLID Design Patterns - MVC, Observer, Command, MVVM, Factory, Service

Unity – Engine Design, Addressables, Scriptable Objects, Custom Inspectors, CI/CD Pipelines, ECS

Multiplayer – Photon PUN2, Playfab, Mirror

AI Tools – Copilot, Claude, Cursor, DeepSeek

Version Control – Github, Gitlab, Sourcetree

DevOps – CI/CD Pipelines, Firebase

Frameworks – Phaser.JS, Three.JS, Pixi.JS

Project Management – JIRA, Slack, Discord, SCRUM, AGILE

KEY ACHIEVEMENTS

- **Successful Game Deliveries**
  Led teams to deliver 4 successful games, increasing company portfolio by 30%.
- **Effective Team Management**
  Managed two multicultural teams of 3 and 14 people, achieving 100% project deadlines successfully.
- **Improved Delivery Times**
  Reduced game build times by 20% using build automation via CI-CD Pipelines for multiple environments
- **Enhancing Developer Output**
  Built scalable and flexible frameworks that improved dev output by 25%
- **Stakeholder Collaboration**
  Led client workshops to translate business requirements into technical specs, reducing revision cycles by 30% and accelerating time-to-market by a month

STRENGTHS

- ✓ **Leadership -** Decisive, delegation-focused approach to drive teams toward goals while maintaining architectural excellence
- ✓ **Systems Thinking -** Critical problem solver who analyses systems holistically to deliver scalable, maintainable solutions with measurable impact
- ✓ **Technical Problem Solver -** Deep technical ability to analyse and optimize full-stack game systems- from GC/memory management to networked gameplay synchronization

EDUCATION

Masters in Computer Applications (MCA) *University of Jammu,* India, 2012-15 | I.E.L.T.S. **7.5** | W.E.S - **Canada Level8**