

BALPREET SINGH

Technical Team Lead / Senior Unity Developer

 balpreets10@gmail.com

 LinkedIn

 Portfolio

 J&K, India

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

EXPERIENCE

- Technical Team Lead

09/2021 – 02/2025

Ardent Info

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

10/2019 – 07/2021

Webzool Creative Inc

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

03/2018 – 08/2019

Avantr Software Pvt Ltd

J&K, India

* Bingo Blast

Worked on core framework, designed scalable minigame system, debug and fix issues using JIRA
- Developer / Co-Founder

05/2017 – 02/2018

Gaming Dronzz

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

SKILLS

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

TOOLS & PLUGINS

Unity Visual-Studio Android-Studio **Copilot-AI**
Github Gitlab Slack Filezilla **Claude-AI**
Firebase Photon-PUN2 Playfab **Cursor-AI**
Mirror Phaser.JS Pixi.JS JIRA Discrod
Sourcetree

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 Performance Efficiency

Reduced game build times by 20% via CI-CD Pipelines for multiple environments

Enhancing Developer Output

Built scalable and flexible systems that improved dev output by 25%

Client Interactions

Regular Interactions with clients to improve understanding of project and plan new challenges and their solutions

STRENGTHS

- Communication

Excellent Communication skills ensuring clear and concise conveying of thoughts and ideas

Decisive

Accountability of my decisions. Leading the team towards goal achievement

Delegation

Ability to differentiate and prioritize tasks based on skill level and urgency, enabling me to delegate effectively

Solution Oriented

Focus on understanding problems and finding effective and efficient solutions

EDUCATION

Masters in Computer Applications

University of Jammu

08/2012 – 05/2015

J&K, India

Bachelors in Computer Applications

University of Jammu

06/2009 – 03/2012

J&K, India

I.E.L.T.S. Overall

7.5

W.E.S

Level8