

# BALPREET SINGH

## Technical Team Lead / Senior Unity Developer

✉ balpreets10@gmail.com

🔗 LinkedIn

📁 Portfolio

📍 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 Copilot AI  
Github Gitlab Slack Filezilla Discord Sourcetree  
Firebase Photon PUN2 Playfab Mirror Phaser.JS

### 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 two multicultural teams of 3 and 14 people, 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