

# **PROFILE**

- 2 years 5 month of experience in the IT Industry with focus on game development and android application.
- Extensive experience in designing, developing and implementing enterprise application using Unity engine and Android studio.
- Expertise in consuming REST and SOAP base web service.
- Enjoy troubleshooting and analysing the problems and try to provide acceptable solution.
- I am well-organized, self-motivated and able meet deadlines and handle multiple projects, and adapts to diverse teams and projects, skilled communicator with exceptional interpersonal skills.
- Currently working in Softcrylic as Software Trainee Engineer from Nov, 2016.

# **EDUCATION**

B.Tech, Sharda University	2016
12 <sup>th</sup> ,CBSE	2012
10 <sup>th</sup> ,CBSE	2010

## **CONTACT:**

+91-7840088294

#### EMAIL:

Abhideep.sinha@hotmail.com Abhideep.sunil@gmail.com

#### STRENGTH:

- Adaptive to learn new technologies.
- Flexible & versatile to adapt to any new environment and work on any project.
- Research activities skills.

## **KEEN AREAS**

AugmentedVirtualRealityReality

# **Abhideep**

UNITY DEVELOPER, ANDROID DEVELOPER AND HARDCORE PROGRAMMER

# **PROFESSIONAL EXPERIENCE**

# **Software Trainee Engineer** VAAYIR LMS,SOFTCRYLIC

Jan, 2019 - Present

It's a leave management system project, used in the organization. It allows the employees to manage their own leaves data. Employees can apply for leave via a mobile application (platform independent) and view their leave record with information on leaves availed.

# Roles & Responsibilities:

- Implemented the core business functionality and designs.
- Responsible for consuming APIs.
- Integration of office 365
- Integrated dynamic link.
- Responsible for solving the bugs.
- Followed the agile methodology.

# **Software Trainee Engineer**

# **PLAYWISE, SOFTCRYLIC**

Jan, 2017 - Dec, 2018

PlayWise is a Quiz Game App to play trivia, giving a chance to user to win coupons, gift cards, cash rewards on a daily basis User can challenge their friends or stranger through multiplayer functionality.

# Roles & Responsibilities:

- Responsible for developing the mobile game application through Unity engine (C# script) and Android Studio (Java).
- Creating wireframes and designs.
- Responsible for implementing designs and UI assets.
- Creating animations through unity.
- Unit Testing.
- Consuming REST API.
- Integration of google firebase (Analytics, Authentication Push notification, Dynamic linking).
- Integration of Facebook.
- Integration of third party plugins.
- Hosting the Application in Production Environment using IIS for Facebook platform.

# PRIMARY SKILLS SECONDARY SKILLS COMPLEMENTARY SKILLS

- Unity Engine
- ne .NET with MVC
- GIT

- Android Studio
- SQL
- JIRA

- C#
- HTML/CSS/JS
- Wire Framing

- JAVA
- SDLC
- Technical Documentations