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| **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** | | **12th ,CBSE** | **2012** | | **10th ,CBSE** | **2010** |  **Contact :**+91-7840088294 **EMAIL:**  [Abhideep.sinha@hotmail.com](mailto:Abhideep.sinha@hotmail.com) [Abhideep.sunil@gmail.com](mailto: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** |  | **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** | * **.NET with MVC** | * **GIT** | | * **Android Studio** | * **SQL** | * **JIRA** | | * **C#** | * **HTML/CSS/JS** | * **Wire Framing** | | * **JAVA** | * **SDLC** | * **IIS** | |  |  | * **Technical Documentations** | |

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| * **Augmented Reality** | * **Virtual Reality** |