VIVEK SINGH NEGI

DEVELOPER | DESIGNER

GET IN TOUCH

- +91 9810827939
- vivek99.work@gmail.com
- divinosdev.github.io

LINKS

- github.com/divinosdev
- linkedin.com/in/divinosdev
- youtube.com/divinosdev

SKILLS

PROGRAMMING
C#, C++, C, Python, Javascript

TECHNOLOGIES
Unity3D, React.js, Node.js,
Version Control, Illustrator,
Photoshop, UI Design,
Digital Marketing, Corel Draw,
Sony Vegas Pro

CERTIFICATES

Udemy Unity3D, Google Digital
Garage, Google Digital Sales
Google Analytics,
Google Mobile Sites

EDUCATION

**B.Tech in Electronics and
Communication Engineering |**
2017 - 2021 |
MSIT, New Delhi

Senior Secondary
90.75%
Delhi Police Public School, New Delhi

INTERESTS

Video game design and history,
VR, gaming, reading fiction,
content creation, public speaking;
won school trophies in
inter-state debate competitions.
Student of the year.

EXPERIENCE

STAREOUT GAMES (STARTUP) |
TECHNICAL LEAD | SENIOR UNITY DEVELOPER
June 2019 - June 2020 | Hyderabad, Telangana

- Led 10+ dev teams. Acted as the Technical Lead for all Unity and Game Design related queries. Created Unity templates to reduce development time.
- Hosted a hypercasual game jam on itch.io with over 100 participants and 15 entries. Designed trailer videos, posters and ads for promotion.
- Developed 12 hypercasual games and prototypes. Assisted in 20+ games from other teams.
- Experienced with ad mediation SDKs like Iron Source and analytics platforms like Appmetrica, Facebook, Game Analytics, Appsflyer etc.
- Reduced CPI of Idle Theater by over 50% and increased D1 Retention from 20% to 45%.
- Worked in tandem with publishers like Lion Studios, Gismart, Voodoo, Tapnation to develop and test games.

XIAOMI |
PROJECT LEAD | GAME DEVELOPER | LEVEL DESIGNER
Jan 2019 - April 2019 | New Delhi

- Selected as part of Xiaomi's Game Development Academy from applicants around the world.
- Lead team Avengers as Project Lead with a unity developer and an artist.
- Designed and developed 'Retro Revolution', a casual game with a retro design aesthetic in a period of 4 months.
- Helped POCO in marketing and received 5k+ downloads on day 1 on the Google Play Store and MI App Store.
- Featured on the cover box of the POCO X2 phone.

DIVINOS DEV YOUTUBE CHANNEL |
CONTENT CREATOR
July 2019

- Created videos talking about game design, graphics, camera design, the history of video game development and a tutorial for understanding Cinemachine in Unity for beginners.
- Garnered over 15K views and 400+ subscribers.

GEEK DASHBOARD |
CONTENT WRITER
Sep 2018 - April 2019 | New Delhi

- Wrote 38 articles ranging from gaming, tech reviews, how-tos, top-tens and tech news. Viewed by 100K+ page visitors.

SHIPPED TITLES

IDLE THEATRE |
- An idle game developed and tested with Gismart.

MAZERACE.IO |
- An io game developed and tested with Gismart.

RETRO REVOLUTION |
- A casual retro game published by POCO Labs, Xiaomi.

TIPSY BALL |
- An online multiplayer game published with EazeGames.