










VIVEK SINGH NEGI

DEVELOPER | DESIGNER



GET IN TOUCH

-  vivek.negi@kwalee.com
-  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, Firebase, remote, A/B 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.