

Mukul Saini | Software Engineer – Sr. Game Developer

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Experience in IT industry as a Software Engineer in the areas including Responsive Web Application development (RWD), Rich Internet Applications (RIA), E-Learning Applications and Games, Hybrid mobile apps, Interactive KIOSK Applications, Casino Games developments for – (Web, Social Platform, Live dealer games, Slot Machine Terminals, Land based, Mobile devices) and more..

SKILLS

Languages | Expert Level

HTML5, CSS3, JavaScript/jQuery, PHP, Web-Sockets, Action Script 2.0/3.0, XML, JSON and more

Frameworks | Expert Level

Webpack, AngularJS, Ionic, Phonegap, Lodash, Bootstrap, Zrub

Backend Technologies

MySQL, PostgreSQL, AWS - Amazon Web Services

EDUCATION

Master of Computer Application | 2013 – 2016

Bharti Vidyapeeth Deemed University, New Delhi

B.Sc. Animation & Multimedia | 2008 – 2011

Birla Institute of Technology, Mesra Ranchi

EXPERIENCE

- Sr. Game Developer | Probability Gaming Pvt. Ltd

December 2014 – January 2017

Casino Games – for Land based (Slot machines) & Online Platforms

- Responsible as a lead developer for the development of Slot, Card, Table Games as well as Live Dealer Games for Land Based, Web and Mobile platforms which are highly popular in some reputed casino's at Las Vegas, Macau, Hong Kong etc.
- Played role as a team coordinator among the designers, game Mathematicians and programmers, also was responsible to provide training to the Jr. Developers.
- Responsible for the interaction with the client and understanding the requirements in various phases of the product development.
- Handle project delivery & documentation of development.

- Full Stack Developer | Genesis Studio

October 2013 – November 2014

Web & Mobile Application Development

- Work on all ranges of products including mobile-apps, websites, admin dashboards, e-mail templates and so on.
- Responsible for developing, testing and debugging the responsive websites and hybrid mobile applications.
- Responsible for creating development specifications and guidelines.
- Created design mock-ups and iterate till the designs are finalized.

- Flash Developer | Extramarks Education Pvt. Ltd.

December 2011 – September 2013

Interactive Flash Games & E-Learning Applications

- Was responsible for developing and optimizing flash based interactive games in Action Script 3.0 using Adobe Flash.
- Was involved in interaction with the animation department and coordinating among the developers and animators.
- Augmented reality - Developed a prototype of a product using Arduino, sensors like Gyroscope, magnetometer and Accelerometer used to control an object in digital environment by interacting with hardware.
- Augmented reality - Developed prototype of an application using Papervision3D and other libraries to control the object in digital environment using a marker printed on a paper.

PROJECTS

- **SwapEm** | Hybrid Mobile Application (HTML5, AngularJS, Ionic)

- **Hindi FunKhel** | Hybrid Mobile Application (HTML5, AngularJS, Ionic)

- **List of few Live Websites:**

JK Automobiles: <http://jkautomobiles.in>

Siang Infratech: <http://sianginfra.com>

Chirantana Equipack: <http://www.chirantanaequipack.com/main>

TwistNWraps: <https://www.twistnwraps.com>

- **SLOTnMANIA** | Online social casino platform with different HTML5 slot games

- **Cosmo Casino** | Hybrid Mobile App Slot Games (Online and offline)

- **Blackjack, Roulette** | Live dealer table games (Developed in HTML5)

- **Bingo, The Tutankhamen** | Land based games (Developed in VB.Net)

- **Whirlpool Virtual Showroom** | Kiosk Application (Adobe Flash and Action Script 3.0)

- **And more...**

POSITIONS OF **Software Engineer, Developer:** Held responsible for the development of various

Responsibility projects (games, websites, mobile apps, RIA) and programming/resolving logical mathematical simulations involved in various casino games.

Team Coordinator: Played a role as a team coordinator among the team of designers, game mathematicians and developers. Guided the developers and designers during the execution and integration stages in the projects.

Client dealing (POC): Have been held responsible for dealing with the client on regular basis, understanding the requirements and specifications from him, resolving the issues and queries being raised during the project execution.

PERSONAL Confident, Self Motivated, Adaptive & Challenge Seeker Personality.