MUKUL SAINI

Sr. Software Engineer-II (Full stack Developer)

CONTACT
contact.mukul.saini@gmail.com
+91 - 9210777215, 9871128849
Badarpur, New Delhi

WEBSITE
https://mukulsaini.com

SKYPE
contact_mukul

SUMMARY

Currently working as Senior Software Engineer with the profile of Full stack developer, having 10 years of experience in IT (software) industry in Asia, America, Europe and UK during which I have developed and enhanced skills such as team leadership, software architect, communication, time management. Have worked on varied technologies including web applications, service, AR/VR, Game Development, Desktop applications etc.

Have experience in developing casino games including slot, table, card, live dealer games for (Web, Social Platform, Live dealer games, Slot Machine Terminals/Land based, Mobile devices). Played a key role in coordinating and leading the team of developers, animators, designers and game mathematicians, have been held responsible for client interaction and on time project deliveries.

Alongside have executed various freelance projects as Multimedia developer within the animation industry and design studio like Architectural modeling, Virtual reality, 3D Modeling, UI/UX designer, Unity application development, hardware integration using Arduino boards etc. Also have a very keen interest in Artificial Intelligence Machine learning and IoT.

SKILLS PROFICIENCY

PROGRAMMING LANGUAGES	TypeScript, JavaScript/jQuery, Clojure Script, ActionScript, HTML5, PixiJs, CSS, SCSS, C# *Can adapt to any programming language very easily
FRAMEWORKS	AngularJS, Redux, Ionic, Bootstrap, Zrub
BACKEND TECHNOLOGIES	MongoDB, MySQL, NodeJS, ExpressJS, Clojure, Rest API (Web services)
CLOUD TECHNOLOGIES	Microsoft Azure, AWS(Beginner)
CODE PATTERN	OOP, MVC, Singleton, Functional Programming
SDLC PROCESS	Agile(Scrum) & Waterfall
ADDON SKILLS	– Excellent knowledge of architecting applications, techniques and strategies. – Experience with Agile process, Scrum, JIRA, GIT, TFS, Teamcity etc. – High level understanding of key cloud concepts like Active Directory, Oauth2.0 principles, Service bus, BlobStorage, AppService authentication/hosting/deployment, Front door integration, SSO, Key Vault, etc. – Unity Developer, UI/UX Designer, 3D Modeler, Animator
OTHER SOFTWARES	Autodesk 3D's Max, Unity 3D, Adobe After Effects, Photoshop, Illustrator, Flash, Premier and more.

EDUCATION

MCA	**2013 - 2016**
	Bharti Vidyapeeth Deemed University, New Delhi
FRAMEWORKS	**2008 - 2011**
	Birla Institute of Technology, Mesra, Ranchi - Noida Center

EXPERIENCE CHRONOLOGY

SR. SOFTWARE ENGINEER
Haldor Topsoe
Aug 2017 - Present (4 yrs.)

- Responsible for architecting the software based on client requirements, leading the project and coordinating with peer developers
- Designing and developing abstract library frameworks for reusability and robustness of code modules.
- Implementing high quality coding standard protocols for peer developers and ensuring on time delivery.
- Develop and support all phases of IT project lifecycle which includes requirements, technical design, coding, setting up cloud services and production deployment.
- Code review & audits and suggesting improvements

SR. GAME DEVELOPER
Probability Gaming
Dec 2014 - Jan 2017 (2.1 yrs.)

- Responsible as a lead developer for the development of various casino games(Slot games, Card games, Table and Live dealer games) for Social, Web, land based and mobile platforms
- Responsible for client interaction to understand the requirements in various phases of the product development.
- Played role as team coordinator among the designers, game mathematicians, frontend and backend developers.
- Guided and provided training to the Jr. Developers..

FULL STACK DEVELOPER
Genesis Studio
Oct 2013 - Nov 2014 (1.1 yrs.)

- Worked on all ranges of products including websites, e-mail templates, admin dashboards, e-commerce websites, mobiles applications, etc.
- Responsible for developing, testing and debugging the responsive websites and hybrid mobile applications.
- Created design mock-ups and iterate till the designs are finalized.

FLASH PROGRAMMER
Extramarks Education
Dec 2011 - Sept 2013 (1.10 yrs.)

- Was responsible for developing any e-learning based application, activities, interactive games in Action Script 3.0 using Adobe Flash.
- Was involved in interaction with the animation department for coordination, providing guidelines and specifications.
- Augmented Reality Application - 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 Application - 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 ACCOMPLISHED

CONSOLE APPLICATIONS	Various console & daemon application(Using .Net C#, Clojure)
VIRTUAL REALITY	Multiplayer VR Training applications (Using Unity3D and C#)
WEB APPLICATIONS	Various proprietary web applications (Using Clojure, AngularJS, React, C#)
SLOTNMANIA	Online social casino platform (Developed in HTML5)
COSMO CASINO	Slot Game (Hybrid mobile application developed in HTML5)
BLACKJACK, ROULETTE	Live dealer games (Developed in HTML5)
BINGO	Land based game (Developed in HTML5)
WHIRLPOOL VIRTUAL SHOWROOM	Kiosk Application (Adobe Flash and ActionScript 3.0)
AUGMENTED REALITY	A Flash based application for demonstration of Jewelry using Papervision3D and AR Toolkit

ADDITIONAL INFORMATION

LANGUAGE PROFICIENCY	English, Hindi
STRENGTHS	• Proactive self-starter with track record of initiative, personal responsibility, taking ownership & accountability of work and reputation for removing obstacles and making things happen. • Adaptive and challenge seeker personality

Mukul Saini
29th July 2021