ABHISHEK ARYAN

Senior Software Developer

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SKILLS

- C++
- C#
- Kotlin
- Java
- Unity
- Unreal Engine 5
- Godot
- Android
- Cocos2d-x
- LibGDX

TOOLS

- Android Studio
- Microsoft Visual Studio
- Unity
- Xcode
- Godot
- Git
- Perforce.

EDUCATION

Punjab Technical University
Computer Science Engineering,
2014

LANGUAGE

Hindi ····· Native

English ····· B1 Intermediate

SUMMARY

Over 9 years of software development experience in the full life cycle of the software development process. I am seeking a challenging position in a high-quality engineering environment where my resourceful experience and academic skills will add value to organizational operations.

WORK EXPERIENCE

Mar 2022 - Present

KEYWORDS STUDIOS, GURUGRAM
Position: Senior Software Developer
Project : Card Based Multiplayer game supports crypto currency
Teach Stack: C#, Unity
Tools Used: Hansoft, P4V, Visual Studio

- Created different logical cards based on client requirements & bug fixes.
- Chat system integrated along with some module

Project : Platform Port from XBox to PS5

- Move Windows API call to PS5 API
- Required implementation for PS5 platform

Dec 2018 to Mar 2022

PTW, HYDERABAD
Project: **Plant Vs Zombie Free**
Tech Stack: C++, Cocos2d-x, Cocos-Creator, Java, Obj-C, Android, iOS
Tools Used: Android Studio, Visual Studio, Xcode, Perforce
Position: Senior Software Engineer

- Worked on Unbundling of mini-game (A requirement to decouple mini-game packs into smaller packs and this is handled by the server.)
- Worked on a wrapper to handle different Ad SDKs for Android & iOS.

Project: **Bejeweled Stars**
Tech Stack: C#, Unity
Tools Used: Android Studio, Xcode, Perforce
Position: Senior Software Engineer

- Developed Henrietta Event from scratch and integrated.
- Wrote Automation tool using Unity Editor tool for creation of weekly/monthly/seasonal events.
- Released many technical updates which include supporting library updates like Ad SDK, Firebase SDK, and Analytics tool migration.

Project: **Plant vs Zombie Hero**
Tech Stack: C#, Unity
Tools Used: Android Studio, Xcode, Perforce
Position: Senior Software Engineer

- Released different updates which include supporting library updates.

AWARD/OTHERS

Certificate of Excellence
Awarded by PTW for outstanding performance.

Open Source Contribution
Contributed/Hosted many open source projects on Github.

Technical Issue Resolver
Active contributor on [StackOverflow](#) and developer advisor on the different technical issues.

WORK EXPERIENCE

Oct 2017 to Dec 2018

MARKSHARKS, DELHI
Project: **[E-Learning Application](#)**
Tech Stack: Java, Native Android, LibGDX, Box2D
Tools Used: Android Studio, SVN
Position: Game/Android Developer

- Managed team to lead development effort towards the successful delivery of different project modules.
- Developed different interactive screens & integrated them with the main project.
- Apart from individual development I perform code reviews.

July 2014 to Sep 2017

CONQUERORS INDIA, DELHI
Project: **Farm Fruit Village**
Tech Stack: C++, Cocos2d-x, Native Platform Support (Android & iOS)
Tools Used: Android Studio, Visual Studio, Xcode, Git
Position: Software Developer

- Farm Fruit Village is a 3 match game that I developed from scratch.
- I used C++ and Cocos2d-x game engine to develop this game.
- AD SDKs, Analytics tool, IAP integration after core development.

Project: **Bubble Shooter**
Tech Stack: C++, Cocos2d-x, Native Platform Support (Android & iOS)
Tools Used: Android Studio, Visual Studio, Xcode, Git
Position: Software Developer

- A traditional shooter that I developed from scratch and further deployed in the different app markets.
- I used C++ and Cocos2d-x game engine to develop this game.
- AD SDKs, Analytics tool, IAP integration after core development.

Project: **Ludo**
Tech Stack: Kotlin, LibGDX, Native Platform Support (Android & iOS)
Tools Used: Android Studio, Xcode, Git
Position: Software Developer

- Asian board game that I developed from scratch.
- I used the Kotlin language and LibGDX framework to develop this game.
- AD SDKs, Analytics tool, IAP integration after core development.

Project: **Spider Solitaire/Solitaire/Word Puzzle**
Tech Stack: Kotlin, LibGDX, Native Platform Support (Android & iOS)
Tools Used: Android Studio, Xcode, Git
Position: Software Developer

- Card & Different puzzle games that I developed from scratch.
- Kotlin language and LibGDX framework I used to develop all the above games.
- AD SDKs, Analytics tool, IAP integration after core development.