JATIN KESWANI

Ph: +91 8800312205
jatinkeswani151@gmail.com

jatinkeswani.com
linkedin.com/in/jatinkeswani03

Experience

Byju's, Bangalore (Remote)
Feb 2021 - Present

Game Developer (Intern + Full Time)

- Delivered a total of 56 games. Included responsibilities for developing gameplay elements in Cocos Creator as per the functional specs and worked with the design, art, and content team to deliver high-quality **gamified products** for kids.
- Developed educational proof of concepts aimed toward students from classes 4th to 12th. Also developed **3D simulations** with respect to predetermined specifications for Aakash classroom, Byju's Future School and Byju's Virtual Labs.
- Designed and Developed various UI, Animations as part of **gameplay modules** to amend efficiency.
- Received award for Ownership and Accountability in the team category at Byju's.

Arioch INC, California (Remote)
Mar 2021 - May 2022

Freelance Game Developer

- Designed and developed 8 hyper-casual games. Achieved less than **$0.45** CPI on facebook in 4 games and **$0.12** CPI on tiktok in 2 games. All the results are achieved on the Android and iOS platform.
- Done A/B testing to analyze user data to monitor different mechanics and UI enhancements for retention. Used **profiler** to optimize the **game performance** for lower end mobile phones.
- Build custom scripts for arioch challenge, shop, and in-app purchases to **reduce the time** for upcoming games.
- Collaborate with other developers and helped in game mechanics, **AI behaviour** for bots and to integrate various SDKs: mopub, applovin max, firebase analytics, firebase messaging, one signal, tenjin, appsflyer.

Stareout Games, Hyderabad (Remote)
Jun 2020 - Feb 2021

Unity Game Developer Intern

- Responsible for prototyping games as per the functional specs finalized by Design and Development teams. Prototyped a total of 14 games of which 6 were chosen for user testing.
- Worked on ragdoll as part of the physics module. Also added **shaders** and **particle** effects for graphic enhancements.
- Analyzed data from users to monitor response and satisfaction rates. Used CPI and Retention as performance metrics.

Independent Freelance
Jan 2020 - Apr 2020

- Developed an online Ludo game. Added create-room feature for adding upto 4 players/bots.
- Created a hyper-compact game including multiple mini-games: basketball shooter, bike racer, skateboard runner, and pool. All 2D and 3D assets created in blender and photoshop.

Inept Devs/ Inept Studio, Delhi
Oct 2018 - Nov 2019

Game Developer

- Developed 9 hyper-casual games and prototypes; 5 games are available on the ios and android stores. All games were integrated with SDKs for analytics. User testing done in collaboration with **Voodoo**, **Lion Studios,** and **Crazy Labs**.
- Worked on graphic enhancements of 2 pre-existing games; Reduced CPIs of $0.9 and $0.76 to $0.3.

Training

Crio.Do
Feb 2020 - Apr 2020

Backend Developer

- Created scripts to run system checks, install and configure file-sharing service. Also, developed tools to analyze performance and functionality issues in software.
- Added support for multiple stock quote services in the visual stock portfolio analyzer.
- Added editor features to QCharm IDE - IO, navigation, search/replace, cut/copy/paste, and redo/undo.

Skills

- **Languages:** C/C++, C#, TypeScript, HTML, CSS, JavaScript
- **Platforms:** Unity *(2D, 3D, URP)*, Cocos Creator, Visual Studio
- **Additional Tools:** Blender, Adobe Photoshop, Adobe Illustrator, Git, Xcode

Achievements

- Successfully worked on **56 educational games**, **29 hyper-casual games** and **32 prototypes** within a span of 3 years.
- Got **245k+** downloads on Gorilla Chase on iOS and **260+** downloads on android. Achieved CPI of **$0.11.**
- Got **16k+** downloads on Scared Of Heights, **17k+ organic downloads** on Squid Game Challenge on the play store.

Education

Bachelor of Technology, Computer Science
Aug 2017 - May 2021

B.M. Institute of Engineering and Technology (GGSIPU)
CGPA: 8

- Received first prize in #include programming competition, BMIET.