

## Experience

### Byju's, Bangalore (Remote)

Game Developer (Intern + Full Time)

Feb 2021 - Present

- 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 pre-determined specifications for Aakash classroom.
- Designed and Developed various UI, Animations as part of **gameplay modules** to amend efficiency.

### Arioch INC, California (Remote)

Freelance Game Developer

Mar 2021 - Apr 2022

- 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.
- Collaborate with other developers and helped in game mechanics 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 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. Mirror was used with Unity for handling peer-to-peer connections.
- 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.
- Created 2D and 3D assets in Blender, Adobe Photoshop, and Illustrator.

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

## Education

Bachelor of Technology, Computer Science

Aug 2017 - May 2021

B.M. Institute of Engineering and Technology (GGSIPU)

CGPA: 8

## Achievements

- Successfully worked on **56 educational games**, **29 hyper-casual games** and **32 prototypes** within a span of 3 years.
- Got **180k+ downloads** on [Gorilla Chase](#) on iOS in which **155k** were **organic installs**. Achieved CPI of **\$0.11**.
- Got **16k+ downloads** on [Scared Of Heights](#), **17k+ organic downloads** on [Squid Game Challenge](#) on the play store.
- Received award for **Ownership and Accountability** in the team category at Byju's.
- Received first prize in #include programming competition, BMIET.