

## Experience

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### Byju's, Bangalore (Remote)

Feb 2021 - Present

#### Game Developer (Intern + Full Time)

- Delivered **64 games**. Included responsibilities for developing gameplay elements in Cocos Creator as per the functional specs; Collaborated with the design, art, and content team to deliver gamified products to **4 Million+ kids**.
- Prototyped **9 3D simulations** with respect to predetermined specifications for Aakash classroom and Byju's Virtual Labs.
- Constructed educational proof of concepts aimed toward students from classes 4th to 12th.
- Designed and improved UI animation scripts as part of **gameplay modules** to amend efficiency by **25%**.
- Awarded for Ownership and Accountability in the team category (58 team participants).

### Arioch INC, California (Remote)

Mar 2021 - Jun 2022

#### Game Developer (Freelance)

- 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 were accomplished on the Android and iOS platforms.
- Attained **245k+** downloads on **Gorilla Chase** on iOS and **260k+** downloads on android. Achieved CPI of **\$0.11**.
- Synthesized user insights and proposed changes to upgrade different mechanics and UI/UX; Improved conversions by 10%.
- Built custom scripts for Arioch challenge, shop, and in-app purchases which **reduced the time** for upcoming games by **30%**.
- Teamed with other developers and assisted in game mechanics and integrating various SDKs: Mopub, Applovin Max, Firebase Analytics, Firebase Messaging, One Signal, Tenjin, and AppsFlyer.

### Stareout Games, Hyderabad (Remote)

Jun 2020 - Feb 2021

#### Unity Game Developer Intern

- Prototyped **14 games** as per the functional specs finalized, out 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 user data to monitor response and satisfaction rates, using CPI and Retention as performance metrics; Increased **user retention by 24%** and **landing page rate by 50%**.

### Independent Freelance

Jan 2020 - Apr 2020

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

### Inept Devs/ Inept Studio, Delhi

Oct 2018 - Nov 2019

#### Game Developer

- Innovated 9 hyper-casual games and prototypes; 5 games are available on the ios and android stores. Integrated all games with SDKs for analytics. User testing was 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.

## Skills

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

## Achievements

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- Successfully contributed on **64 educational games**, **30 hyper-casual games** and **37 prototypes** within a span of 3 years.
- Attained **16k+** downloads on **Scared Of Heights** and **17k+ organic downloads** on **Squid Game Challenge** on the play store.

## Training

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### Crio.Do

Feb 2020 - Apr 2020

#### Backend Developer

- Created scripts to run system checks, install and configure file-sharing service. Also, programmed 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.

## Education

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Bachelor of Technology, Computer Science

Aug 2017 - May 2021

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

- Received first prize in #include programming competition (65 participants).