

## Experience

### 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 **fluid mechanics** and ragdoll as parts of physics modules. Also added **shaders** and **particle** effects for graphic enhancements.
- Analyzed data from organic users to monitor response and satisfaction rates. Used CPI and Retention rates as performance metrics.



### Independent Freelance

Jan 2020 - Apr 2020

#### Game Developer

- 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.



## Projects

### Football.io 3D (Team size: 2)

- Multiplayer game with a kick-out zone with decreasing radius and last-man-standing winner.
- Implemented behavioral algorithms for bot strategy against computer gameplay.

### Pull n Push (Hackathon, Team size: 1)

- Hypercasual game in which the player drags and then pushes all enemies to kill them.
- Implemented ragdoll physics on enemies and enemy movement using NavMesh.

## 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, Postman, Xcode

## Education

Bachelor of Technology, Computer Science  
B.M. Institute of Engineering and Technology (GGSIPU)

Aug 2017 - May 2021

## Achievements

- Successfully created **17 games** and **18 prototypes** within a span of 2 years.
- Got **13k+ downloads** on **Eddy Ball 3D** and **1k+ downloads** on **Horden Pass** on the play store.
- Received first prize in #include programming competition, BMIET.