KULDEEP JOSHI

ENGINEERING MANAGER (UNITY)

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in https://www.linkedin.com/in/kuldeepjoshi004/   🌐 https://joshikuldeep.github.io/Game-Resume/

SUMMARY

Accomplished Unity Developer with over 7 years of experience leading high-performing teams and delivering groundbreaking immersive AR/VR applications and gaming experiences.

Skilled in architecting complex systems and optimizing real-time gameplay, with a strong foundation. Known for strategic system thinking, efficient execution, and fostering a collaborative team culture.

SKILLS

Skill	Level	Skill	Level
Unity3D	●●●●●	AWS	●●●●○
C#	●●●●●	MongoDB	●●●●●
.Net	●●●○○	ReactJS	●●●●○
Git	●●●●●		

EXPERIENCE

Engineering Manager

Eduzo Games India Pvt. Ltd. *Feb 2021 - Nov 2024*

Eduzo Games transforms education by making it engaging, interactive, and fun. It uses AI-based, mixed reality games to create a playful learning experience that helps children learn in exciting new ways.

- Led end-to-end product development, from building core functionality to full productization, ensuring a seamless user experience.
- Managed both in-house and outsourced teams through code reviews, technical discussions, and collaborative problem-solving, fostering a high standard of code quality.
- Oversaw the entire tech pipeline, from development and deployment to AI integration, while also leading the hiring process to build a strong, capable team.
- Developed a highly scalable and stable application architecture, supporting a rapidly growing user base of students while significantly boosting engagement and driving substantial revenue growth.
- Collaborated directly with customers to understand their needs, swiftly resolving issues and delivering tailored solutions that enhanced user satisfaction.

Senior Unity Consultant

Wormhole Labs *Aug 2020 - Jan 2021*

Wormhole Labs is a software company that specializes in blockchain interoperability.

- Developed a 3D room-view module with immersive 360-degree perspectives, integrating device camera capture to enable real-time spatial interaction within virtual environments.
- Collaborated with a team to implement real-time user synchronization based on GPS data, allowing users to see their precise movements—rotation, forward, backward, and directional shifts—in augmented reality.

Senior Unity Developer

Guidona Softpedia Pvt. Ltd. *Feb 2019 - Aug 2020*

Guidona Softpedia Private Limited is a service company dedicated to transforming business landscapes through innovative, tech-driven solutions.

- Pioneered the development of high-quality, immersive game experiences that align with client visions, enhancing engagement and player retention across diverse game genres such as racing, puzzle and simulation.

- Led cross-functional teams in designing and implementing cutting-edge game mechanics, delivering impactful solutions tailored to client needs.

Unity Developer (R&D)
Veative Labs *May 2017 - Jun 2018*

Veative is a global provider of education technology to schools and educational institutions.

- Designed and developed engaging simulation games on the HTC Vive, blending immersive gameplay mechanics with educational content to create impactful, hands-on learning experiences.

- I was part of the R&D team working on creating packages to ease up the game development lifecycle.

- Implemented a chatbot integration plugin for VR educational games. This innovation enabled developers to integrate voice-based AI up to 90% faster, significantly enhancing the efficiency of game development.

EDUCATION

Bachelor of Technology
GGSIPU *Jul 2012 - Jun 2015*

LANGUAGES

English	● ● ● ● ○
Hindi	● ● ● ● ●