

# MAHESH SHARMA

Engineering Manager / Technical Lead – Unity3D, Game Development, MERN Stack, AWS

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## PROFESSIONAL SUMMARY

Technology leader with **10+ years** building scalable EdTech, Gaming, and VR/AR solutions. Expert in **Unity3D** and **full-stack development** (MERN/Next.js/AWS). Led teams of 30+ engineers, scaled platforms 5X (50K+ users), reduced costs ₹25L+ annually, and delivered revenue-generating products (₹15L+ monthly).

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## TECHNICAL SKILLS

**Leadership:** Engineering Management | Team Building | Product Architecture | Agile/Scrum | Hiring & Mentorship

**Game Dev:** Unity3D (10+ yrs) | C# | VR/AR (Oculus, HTC Vive) | Multiplayer | Photon | Mobile Optimization

**Full Stack:** MERN Stack | Next.js | TypeScript | GraphQL | REST APIs | Microservices | Serverless

**Mobile:** React Native | Android (Kotlin) | iOS (Swift) | Cross-platform Development

**Cloud/DevOps:** AWS (Lambda, ECS, DynamoDB, S3, CloudFront) | Firebase | Docker | Kubernetes | CI/CD

**Database:** MongoDB | PostgreSQL | Redis | Elasticsearch | DynamoDB

**AI/ML:** TensorFlow | PyTorch | Recommendation Systems | Predictive Analytics

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## PROFESSIONAL EXPERIENCE

**Engineering Manager / Head of Engineering | STEPapp | Mumbai | March 2022 – Present**

Leading technology for EdTech platform serving 50K+ learners across 5 countries.

- **Owned CTO-level responsibilities including architecture, hiring, delivery, and cost optimization**
- Architected AI-powered learning platform (MERN, Next.js, AWS Lambda) handling 10K+ requests/min, 99.9% uptime
- Built engineering team of 30+; scaled platform 5X (10K→50K users) maintaining performance

- Reduced infrastructure costs ₹25L+ annually (40%) through serverless architecture optimization
- Developed 20+ AR/VR Unity3D modules increasing engagement 40%, completion rates 30%
- Launched mobile apps (React Native/Unity) achieving 3M+ downloads, 4.5★ rating
- Integrated ML engines improving engagement 35%, session duration 50%
- Established CI/CD reducing deployment time from 3 hours to 15 minutes

**Tech:** React.js, Next.js, Node.js, MongoDB, Redis, AWS Lambda, DynamoDB, Unity3D, React Native, TensorFlow, Docker, Kubernetes

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### **Director of Engineering | STEPapp | Mumbai | January 2020 – March 2022**

Led transformation from startup to scale-up phase.

- Scaled engineering team 5→15+ with structured hiring and onboarding
- Delivered 5+ production EdTech platforms from concept to launch
- Designed microservices architecture (8 services) improving scalability
- Scaled systems 10X (1K→10K concurrent users), reduced API response time 65%
- Implemented CI/CD enabling 50+ monthly releases with zero downtime
- Built monitoring systems reducing incident response time 70%

**Tech:** React.js, Node.js, MongoDB, Redis, AWS Lambda, ECS, Firebase, Unity3D, GraphQL

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### **Head of Unity3D & Game Development | STEPapp | Mumbai | Sep 2018 – Jan 2020**

Led team of 8+ Unity developers creating gamified learning experiences.

- Increased engagement 40%, completion rates 35% through innovative gamification
- Developed 15+ interactive learning games aligned with curriculum
- Built reusable Unity framework reducing development time 50%
- Optimized apps to 60 FPS on mid-range Android devices
- Implemented multiplayer architecture supporting thousands of concurrent learners

**Tech:** Unity3D, C#, Firebase, React Native, Node.js, MongoDB, Photon Networking

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### **Senior Unity Developer | Quytech | Gurugram | Sep 2017 – Sep 2018**

Developed VR experiences and multiplayer gaming solutions.

- **VR Industrial Training:** Fortune 500 clients; improved training efficiency 50%, reduced accidents 30%
- **Teen Patti Game:** 50K+ users, 4.7★ rating, ₹15L+ monthly revenue; built Firebase backend supporting 1K+ concurrent games

**Tech:** Unity3D, C#, Oculus SDK, HTC Vive SDK, Firebase, Photon, Google IAP, AdMob

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### **Senior Unity Developer (AR/VR) | Vreative Labs | Noida | July 2015 – Sep 2017**

Created VR educational content for K-12 and higher education.

- Developed 15+ VR modules serving 100K+ students across 200+ institutions globally
- Improved learning retention 45%, concept understanding 50% vs traditional methods
- Optimized for Oculus Rift, HTC Vive, Samsung Gear VR, Google Cardboard

**Tech:** Unity3D, C#, Oculus SDK, HTC Vive SDK, ARKit, ARCore, Firebase

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## **CONSULTING EXPERIENCE**

### **Fractional CTO | BoredLeaders | Delhi (Jan 2022 – Apr 2023)**

Led multiplayer mobile game achieving 25K+ downloads. Built Firebase backend with Google IAP and ads mediation.

### **Consulting CTO | KITMEK Technologies | Pune (Oct 2021 – Feb 2022)**

Advised kids' metaverse platform. Built COPPA-compliant Unity3D client enabling 2-month faster launch.

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## **EDUCATION & CERTIFICATIONS**

**B.Tech Computer Science** | Rajkiya Engineering College, Banda | 2011-2015 | 7.5/10 CGPA

**Certifications:** C Programming (Infosys) | Java (NIIT) | AWS Solutions Architect (In Progress)

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## **KEY ACHIEVEMENTS**

- **STEPapp Platform:** 50K+ users, 99.9% uptime, ₹25L+ cost savings
- **Teen Patti Game:** 50K+ users, ₹15L+ monthly revenue, 4.7★ rating
- **VR Education:** 100K+ students, 200+ institutions, 45% retention improvement

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## AVAILABILITY

**Notice Period:** Immediate to **10** days | **Relocation:** Yes (Mumbai, Bangalore, Pune, Delhi-NCR, Hyderabad)

**Open to:** Full-time | Engineering Manager | Technical Lead

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**DECLARATION:** I declare all information provided is true and accurate.

**Date:** December 2024 | **Signature:** Mahesh Sharma