

MAHESH SHARMA

Engineering Manager / Technical Lead – Unity3D | MERN | AWS | AI/LLM

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PROFESSIONAL SUMMARY

Engineering Manager with **10+ years of experience** in **Unity3D, Game Development, Full Stack (MERN, AWS), and AI-enabled platforms**. Proven record of leading **30+ member engineering teams**, scaling platforms to **50,000+ users**, and delivering **revenue-generating EdTech and gaming products**. Strong hands-on background in **ML-based cheat detection systems, LLM-powered chatbots (RAG, Google Gemini)**, and **cloud cost optimization saving ₹25L+ annually**. Combines strategic leadership with deep technical execution.

CORE SKILLS: Leadership & Management (Engineering Manager, Technical Lead, Hiring, Mentorship, Agile, Scrum) | Game Dev & Immersive Tech (Unity3D, C#, Multiplayer, AR/VR, Photon, ARKit, ARCore) | Full Stack (MERN, React, Next.js, Node.js, TypeScript, REST, GraphQL) | Cloud & DevOps (AWS, Firebase, Docker, Kubernetes, CI/CD) | Databases (MongoDB, PostgreSQL, Redis, Elasticsearch) | AI/ML/LLM (RAG, AI Chatbots, Gemini, Prompt Engineering)

PROFESSIONAL EXPERIENCE

Engineering Manager / Head of Engineering

STEPapp – Mumbai
January 2018 – Present

- Led **end-to-end engineering** for a large-scale **EdTech & Gaming platform** serving **50,000+ users across 5 countries**
- Built and managed a **30+ member engineering team** across backend, frontend, mobile, and Unity3D
- Architected a **MERN + AWS serverless platform** handling **10,000+ requests/min** with **99.9% uptime**
- Scaled the platform **5x (10K → 50K users)** while maintaining performance, security, and reliability
- Reduced **AWS infrastructure cost by ₹25L+ annually (40%)** through serverless migration and architecture optimization
- Delivered **20+ Unity3D AR/VR modules**, increasing **user engagement by 40%** and **course completion by 30%**
- Launched **mobile applications (React Native & Unity)** achieving **3M+ downloads** and **4.5★ average rating**
- Implemented **CI/CD pipelines**, reducing deployment time from **3 hours to 15 minutes**

AI / ML / LLM Initiatives

- Designed and implemented an **ML-based cheat detection system** for online assessments, significantly improving test integrity
- Built an **LLM-powered AI chatbot** for student support and assessment queries using **RAG architecture**
- Integrated **Google Gemini** as the backend LLM with secure prompt handling and contextual retrieval
- Enabled **analytics-driven monitoring** for suspicious behavior using event data and ML models

Tech Stack: React.js, Next.js, Node.js, MongoDB, Redis, AWS Lambda, DynamoDB, Unity3D, React Native, Docker, Kubernetes, Google Gemini

Senior Unity Developer

Quytech – Gurugram

September 2017 – September 2018

- Developed **VR training applications** for Fortune 500 clients, improving training efficiency by **50%**
- Built a **multiplayer Teen Patti game** with **50,000+ users**, generating **₹15L+ monthly revenue** and **4.7★ rating**
- Designed **Firebase backend** supporting **1,000+ concurrent game sessions**
- Implemented **in-app purchases, ads mediation**, and real-time multiplayer features

Tech Stack: Unity3D, C#, Firebase, Photon, Oculus SDK, Google IAP, AdMob

Senior Unity Developer (AR/VR)

Veative Labs – Noida

July 2015 – September 2017

- Created **15+ VR educational modules** used by **100,000+ students** across **200+ institutions**
- Improved **learning retention by 45%** and **conceptual understanding by 50%**
- Optimized VR applications for **Oculus Rift, HTC Vive, Gear VR, Google Cardboard**
- Collaborated with curriculum, design, and product teams to deliver immersive learning experiences

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

EDUCATION & CERTIFICATIONS

B.Tech Computer Science

Rajkiya Engineering College, Banda | 2011-2015 | 7.9/10 CGPA

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

KEY ACHIEVEMENTS

- Scaled EdTech platform to **50,000+ users** with **99.9% uptime**
- Saved **₹25L+** **annually** through cloud cost optimization
- Delivered gaming product generating **₹15L+** **monthly revenue**
- Built and led engineering teams from **5 to 30+ members**
- Implemented **AI-powered cheat detection** and **LLM chatbot** for assessment platforms

AVAILABILITY

Notice Period: Immediate to 10 days

Relocation: Yes (Mumbai, Bangalore, Pune, Delhi-NCR, Hyderabad)

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

DECLARATION

I declare that all information provided in this resume is true and accurate to the best of my knowledge.

Date: December 2025

Signature: Mahesh Sharma