

Nishad Tardalkar

Software Engineer

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PROFESSIONAL EXPERIENCE

Chief Technology Officer

JUN 2023 - PRESENT

Lead Programmer

AUG 2020 - MAY 2023

GOTTAPLAY ENTERTAINMENT

PUNE, MH, IN

- Developed real-money **multiplayer** games, including snake and rummy, using a **custom** multiplayer **framework**. **DynamoDB** is used as a database. Game servers are hosted on AWS **EC2** instances.
- Integrated Razorpay Payments **API** into **Android** Java activities for payment processing.
- Designed and developed a scalable **C#** framework for multiplayer games using **TCP/UDP** communication, with encryption using **RSA** and **AES**. Prototyped a **Web3** Battleship game on the **Polygon** blockchain using **Solidity** smart contracts and **NodeJS** API endpoints.
- Prototyped a **peer-to-peer** multiplayer first person shooter game using Photon PUN framework
- Led the programming of hyper-casual games in C#, incorporating **GameAnalytics** and **ironSource** ad monetization.

FREELANCE AND PERSONAL WORK

2018 - 2020

- Created websites using **PHP**, Materialize for **CSS**, and **WordPress** features for clients. (gsoaviation.com, artmaintenance.com, and more)
- Currently developing a web-based strategy game using **Next.js**, Node.js, and Web3 for crypto payments and interaction with the Polygon blockchain. Utilizing **DynamoDB** for the database and **Redis** as a cache.
- Working on a side project to develop a graph computational system in **C++** using AVX2 **SIMD** instructions for CPU and **CUDA** for GPU, implementing Adam Optimizer, GEMM, and Convolution operations.

SKILLS

Programming Languages: C#, Java, C++
Database: DynamoDB, SQL
Mobile Development: Android

Web Technologies: Node.js, React.js, Web3, PHP
Cloud Platforms: Amazon Web Services (AWS)
Machine Learning: Python, Tensorflow

EDUCATION

VISHWAKARMA INSTITUTE OF INFORMATION TECHNOLOGY | PUNE, IN

Bachelors in Computer Engineering (B.E) - 70.3%

2014-2018