Prakhar Sethi

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Professional Summary

Principal Software Engineer with 9+ years of experience building scalable mobile gaming applications. Expert in Unity, C# and Golang with a proven track record of leading cross-functional teams and delivering successful game titles that generate $50K+ daily revenue. Specialized in performance optimization, system architecture, and mentoring engineering teams to achieve 99.5% stability targets.

Technical Skills

Programming Languages	C#, Golang, Java, Python, Objective-C, JavaScript, C++
Game Development	Unity Engine (8+ years), 2D/3D Mobile Games, Performance Optimization
Mobile Platforms	Android Development (10+ years), iOS Development, Cross-platform
Backend & Cloud	AWS, DigitalOcean, CloudFlare, ScyllaDB, Redis, MongoDB
Tools & Frameworks	Jenkins, Gradle, Firebase Analytics, Git, Unity Cloud Build
Architecture	Microservices, API Design, Database Optimization, System Scalability

Professional Experience

July 2024 – Present

Principal Software Engineer - 2, PLAYSIMPLE GAMES, Bengaluru.

- Lead cross-functional teams of 5+ developers across 2 successful game titles: Tile Match ($30K daily revenue, 225K DAU) and Tile Empire
- Maintain 99.5% stability target with 5-second load times and 75 FPS performance across both titles
- Architect modular components promoting reusability between games, reducing development time by 30%
- Mentor technical artists and developers on Unity best practices and coding standards through comprehensive code reviews
- Collaborate with senior leadership on sprint planning and development timelines for new releases

July 2020 – July 2024

Principal Software Engineer - 1, PLAYSIMPLE GAMES, Bengaluru.

- Led WordWars crisis recovery, improving crash-free rate from 97% to 99.3% within one month through systematic debugging and memory optimization
- Built enterprise-grade login system serving 3M+ daily active users across PlaySimple ecosystem using Golang and ScyllaDB
- Designed and developed Destination Solitaire from inception, leading team of 5 developers for 2+ years
- Optimized API response times from 40ms to 4ms for multiplayer systems through goroutine optimization and database indexing

July 2017 – July 2020	**Senior Software Engineer**, PLAYSIMPLE GAMES, Bengaluru.

- Technical lead for WordWars achieving $70K peak daily revenue, managing team of 4 developers
- Developed AI-based adaptive adversary system using Branch and Bound algorithms with memory-optimized Trie structures
- Implemented real-time PvP communication and chat systems supporting thousands of concurrent users
- Reduced game load times by 50% through comprehensive memory optimizations and lazy loading techniques
- Built automated content generation tools reducing designer workload by 40%

January 2017 – July 2017	**Software Engineer**, PLAYSIMPLE GAMES, Bengaluru.

- Launched Daily Themed Crossword, developing core features and backend APIs for multi-platform release
- Created crossword grid generator reducing content creation time by 10%
- Developed data replication tool for safe application-level data transfer across all PlaySimple titles

July 2016 – January 2017	**Associate Software Engineer**, PLAYSIMPLE GAMES, Bengaluru.

- Contributed to Jungle Rumble development using Cocos2d-JS game engine
- Implemented level-based leaderboard system using Golang, Redis, and MongoDB
- Collaborated with product managers, designers, and artists for feature development and API creation

May 2015 – July 2015	**Tech Analyst Intern**, CITICORP SERVICES, Pune.

- Optimized Preliminary Data Comparison batch jobs and built email warning system for batch execution failures
- Generated automated entitlement reports for support team using Java, ExtJS, and Spring batch framework

Education

2012 – 2016	**B.Tech Computer Science**, *Visvesvaraya National Institute of Technology*, Nagpur, CGPA: 8.59/10.

Key Achievements & Impact

- Led teams delivering games with combined revenue of $100K+ daily at peak performance
- Architected scalable backend systems serving 3M+ daily active users with 99.9% uptime
- Improved critical performance metrics: API response times (40ms → 4ms), load times (9s → 5s), crash-free rates (97% → 99.3%)
- Multiple "Superhero of the Month" awards at PlaySimple for exceptional technical leadership
- Qualified for ACM ICPC regional rounds (2014 Gwalior, 2015 Kolkata) and placed 3rd in Chennai Multi-Provincial Contest

Professional Development

Current Focus	Upskilling in Large Language Models (LLMs) and Agentic Frameworks
Specialized Courses	I/O Algorithms, Advanced Data Structures