

Tapan Ranjan

Software Engineer, PlaySimple Games

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Passionate software engineer with over 5 years of experience working in the game industry on multiple titles. Currently working on system design and architecture with the Unity game engine on mobile platforms.

Experience

Senior Software Engineer - PlaySimple Games

Aug-2019 : Present

Word Wars (Unity, C#, GoLang) - [Android](#) | [iOS](#)

- Worked on design, architecture, and end-to-end implementation of complex scalable systems. (Automated UI Screen Management, Automatic UI Theming, Image Lazy loading, Cross-platform notch support, Keyboard/TouchScreen management).
- Tooling: Developed QA tools, UI/UX tools for in-Unity designing and other editor scripts for optimizing workflows and processes.
- Client content: Quests, Achievements, Leaderboards, Player profiles, Player facing performance graphs.
- Native mobile development: Native sign-ins, Notifications, Ad integrations, Plugins, Release management.
- Optimizations and others: Unity/Native profiling and code optimizations, Memory profiling experience, Unity upgrades, Crash and exception investigations, Device data management, Build automation.

Software Engineer - Zynga Inc.

Oct-2017 : July-2019

Tropic Escape (Unity, C#, Python) - [Android](#) | [iOS](#)

- Worked on developing features, minigames, backend APIs and tools. Owned multiple features from spec design stage, tech architecture design, cost allocation to execution and rapid deployment. Involved in programming gameplay, player behaviour simulations, developing features and APIs, optimizations in an agile development environment.

Mar-2016 : Sep-2017

- Also Worked on **FarmVille 2 (PHP, ActionScript3, JavaScript)**, one of the most popular web-based games in the world - played by millions of users across the globe.

Software Engineering Intern - Zynga Inc.

Sept-2015: Feb-2016

Skills and Core Competencies

- Strong Data structure, Algorithms, and Object Oriented programming knowledge.
- Sharp eye for debugging, troubleshooting, and scoping future issues & optimizations.
- Worked in Agile/Scrum environments.
- Familiar with IntelliJ Rider / Visual Studio Code / Xcode / Android studio.
- Well versed with software design and modern game programming patterns.
- Strong grasp of SOLID principles and good coding practices.
- Experience on working with and maintaining large, complex code bases. (Professionally worked on both in-house and off the shelf game engines)
- Familiar with source control and other industry wide tracking / monitoring tools (GIT, Perforce, JIRA, Firebase Crashlytics, Unity Dashboard)
- Closely worked with Game Designers, Content Designers, Tech Artists, QA, and UI/UX to develop features and QoL tools.
- Involved with technical interviews for Senior/Junior roles and mentoring new employees.

Education

Bachelors of Technology (Computer Science and Engineering)

VIT University, Vellore

Xth & XIIth

CBS, Gurgaon