

# AKSHAY KHANDIZOD

Sr. Software Engineer and Project Lead

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## PROFESSIONAL SUMMARY

**Senior Software Engineer & Project Lead** with **8+ years** of experience in **mobile game and app development**. Spearheaded the creation of two successful brands, **Tizi** and **Timpy**, launching multiple engaging **pretend play and kids' games**.

As **Software R&D Head**, developed **automation tools, utility tools** and **server solutions** to enhance productivity. Promoted to **Project Lead** for **Kiddopia**, where I streamlined **workflows**, optimized **team efficiency**, and ensured seamless **project delivery**. Possess working knowledge of **DevOps** and **LiveOps**. **Lead of AI driven development** at **Nazara**.

## WORK HISTORY

Feb 2024 - Current  
Mumbai

**Project Lead and Senior Software Engineer / Nazara (Kiddopia)**

### **Senior Software Engineer:**

- Headed the development of **Kiddopia Town**, from architectural design to execution, ensuring performance and scalability with a team of four developers.
- Developed engaging **co-op games** like **Air Hockey**.
- Set up **CI/CD pipelines using Jenkins**, enabling automated and efficient builds and deployments across company-wide projects.
- Built a dynamic **cross-sell and more apps system** to promote in-house titles, increasing user engagement and app discovery.
- **Internal SDK** development that integrates Ads, Monetization and Analytics across products in **Unity and Native ( Java, Kotlin, Swift, Objective C )**.

### **Project Lead:**

- Implemented **Gitflow branching strategy** to enhance version control and collaboration for company-wide projects.
- Established a culture of code reviews by incorporating **pull requests** into the workflow.
- **Lead of AI-driven development** at **Nazara**, introducing GitHub Copilot, Claude Code, Vertex AI Studio, etc., into the workflow, increasing overall team efficiency.

Jan 2022 - Feb 2024  
Mumbai

**Software R&D Lead / IDZ Digital Pvt. Ltd.**

- **Automation tools** using Python, and Powershell.
- Performed **data fetching, processing, and analysis** from app consoles using Python, PowerShell, etc.

- Increased productivity of Marketing and Coding team by creating **Helper Tools** for them using Python (**Flask, Django, FastAPI, Tkinter, PyQt, Azure**).
- **Example: Tool to analyze Appsflyer and Ads reports.** This was done manually by 2 persons taking about a **4-5 days** which my tool **reduced to 2-3 hours**.
- **Backend of coloring games'** image sharing, events, and leaderboard system prototype using **MySQL, AWS**, and Python (FastAPI) and used **Postman and Unity** as client for testing.
- **Containerized** the servers using **Docker**.
- **Chrome extension** (Javascript): New tab extension and simple Tic Tac Toe game.
- **Three.js** : Creating simple 3D world (website) using three.js library.
- **Managing and guiding team for exploring** Godot game engine, Construct3, Roblox Studio, Machine learning, Porting games to Amazon fire stick and Oculus Quest 2 VR Headset.
- **Integration of AI and productivity enhancing tools** in production and pre-production stages eg: **Github Copilot, Jetbrains Rider, Playground AI**, etc.

Feb 2018 - Feb 2024  
Mumbai

#### **Unity Game Developer / IDZ Digital Pvt. Ltd**

- Worked on various **2D/3D** and few **AR/VR** projects in game categories like **Educational, Puzzle, Hyper Casual**, etc.
- Redesigned and recreated a 2D game of **Creato** (A creative game for art lovers) in Unity as 3D game and then in **AR using AR Kit**.
- Developed **2 brands from ground-up** named **Tizi & Timpy**.

#### **Tizi Series:**

- Developed and assisted in **core framework of Tizi game** using which **30+ games** have been developed which had **20+ million downloads** in first year itself.
- Created few shaders like **2D perspective shader** for Tizi home design.
- Developed **core framework and game templates of Timpy game** using which **19 games** were **uploaded within 11 months**.

#### **Timpy framework and It's objectives:**

1. The games should be developed **without writing any code** by end game developer.
2. **Easy to understand** as games will be developed by freshers and interns.
3. **Easy to use** so that games are developed at higher pace.
4. **Well optimized** to have reduced ANRs/Crashes.
  - Framework was so optimized that **crashes** for games using it **were in range on 0.02% to 0.1%**.
  - All this **resulted in more featuring** in Timpy games, around **2x month on month growth in downloads**, and matching Google

Play downloads of Tizi already.

#### Other:

- Managed **multiple projects and teams** of up to 30 people.
- Created **editor tools** for unity to expedite development process.
- Have **created and managed plugins** which were used for easy integration of Ads, In game web pages, Localization, Analytics, IAP, Firebase (Cloud Messaging, Crashlytics, Remote Config), Interstitial Video More Apps, Timpy Store, etc.
- Did **setup of SVN server on windows** for version control which drastically improved collaborative work in company.

Sep 2017 - Feb 2018

Mumbai

#### Native Android Developer / IDZ Digital Pvt. Ltd,

- Created and managed various **Content-based apps**
- Created apps like Hindi Tarot Card Reading, Love Messages and Text and Brain games.
- Integration of Google AdMob, IAP.
- Fetching data from the server and show in proper UI.

## CERTIFICATIONS

Oct 2020

Stanford Online | Coursera - Divide and Conquer, Sorting and Searching, and Randomized Algorithms

Nov 2020

Unity | Coursera - Core Interaction Programming

Nov 2020

Unity | Coursera - Application Systems Programming

Oct 2020

Google | Coursera - Using Python to Interact with the Operating System

## ACCOMPLISHMENTS

#### HackerRank:

- **Problem Solving** - 5 Stars Badge
- **Python** - 5 Stars Badge

#### LeetCode:

- Solved 180+ Questions

## EDUCATION

2017

#### Bachelor of Science in Information Technology

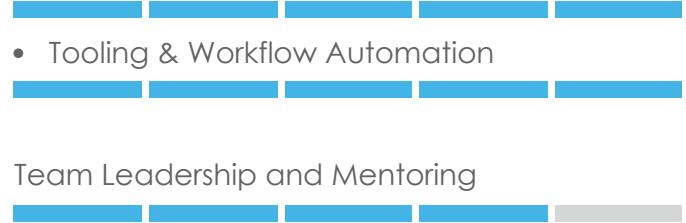
Mumbai University

## OPERATING SYSTEM

**Windows, macOS** and **Linux** [Ubuntu, openSUSE and Fedora].

## SKILLS

- Game Development
  - High-Level Design (HLD) and Low-Level Design (LLD) Architecture
  - Project Planning & Roadmapping
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- The progress bars consist of three horizontal rows of colored segments. The first row for 'Game Development' has 7 segments, with the last one being grey. The second row for 'HLD/LLD Architecture' has 5 segments, all blue. The third row for 'Project Planning' has 5 segments, all blue.

- SDK Development
  - Tooling & Workflow Automation
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- The progress bars consist of two horizontal rows of colored segments. The first row for 'SDK Development' has 8 segments, all blue. The second row for 'Tooling' has 5 segments, all blue.
- Team Leadership and Mentoring
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- A single horizontal row of colored segments consisting of 5 blue segments followed by a grey segment.