



Manish jha

Senior Software Developer

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LINKS

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NATIONALITY

Indian

01 PROFILE

Senior Software Engineer with 6 years of experience driving impact projects to successful completion while consistently meeting quality targets, I'm a game enthusiast who loves reading up on the latest trends and implementing them in my job. With previous experience in startups, I bring development management skills, excelling in crafting detailed project plans, managing development KPIs, and fostering effective communication among team members. My strong problem-solving skills, dedication to excellence, and ability to adapt to new challenges make me an invaluable asset to any team, especially in the realm of mobile gaming.

02 PROFESSIONAL EXPERTISE

My dedication to excellence and ability to adapt to new challenges make me an invaluable asset to any team, especially in the realm of mobile gaming.

Technical Skills

1. **Programming Languages:** Proficiency in C++, C#, Go, and Node.JS.
2. **Game Engines:** Experience with Unity and Unreal Engine.
3. **3D Modeling and Animation:** Skills in Blender, Maya, or similar tools.
4. **Version Control:** Familiarity with Git and other version control systems.
5. **Graphics Programming:** Knowledge of OpenGL.

Soft Skills

- **Project Management:** Experience in managing game development projects from conception to completion, ensuring timely delivery and adherence to project scope.
- **Software Development Life Cycles:** Expertise in all phases of software development life cycles, from initial planning to deployment and maintenance, ensuring seamless project progression.
- **Problem-Solving Skills:** Strong analytical and critical thinking abilities that enable effective resolution of complex issues, ensuring project success.

- **Communication Skills:** Clear and effective communication with team members and stakeholders, facilitating collaboration and understanding.
- **Creative Solutions:** Innovative thinking and originality in game design, driving the development of engaging and unique gaming experiences.
- **Best Practices:** Adherence to industry best practices, ensuring high-quality code and efficient development processes.
- **Ability to Work Under Pressure:** Demonstrated ability to maintain productivity and deliver results under tight deadlines and high-pressure situations.
- **Adaptability:** Flexibility to adapt to new tools, technologies, and methodologies, ensuring continuous improvement and growth.

Additional Skills

1. **Game Design:** Understanding of game mechanics, level design, and user experience.
2. **Networking:** Knowledge of network programming for multiplayer games.
3. **Performance Optimization:** Skills in optimizing game performance and reducing load times.
4. **Debugging and Testing:** Proficiency in debugging and thorough testing of game code.

03 SKILLS

Business Planning

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Game Experience

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Project Management

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Development Lifecycle

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04 EMPLOYMENT HISTORY

Sep 2024 — Present
Gurgaon

Software Developer (SDE-2) at Passion Gaming Private Limited

- Developing tools and pipelines to streamline development and reduce iteration time.
- Debugging software, identifying root causes, and proposing solutions to software issues.
- Developing unit and integration tests to ensure bug-free code and a high-quality user experience.
- Developing sustainable architecture for sockets and APIs, optimizing game size with cloud content and addressables.
- Optimized code for maximum performance and efficiency, resulting in a 20% improvement in app response time.

Feb 2023 — Sep 2024
Ranchi

Team Lead at SwordField Technologies

- Successfully launched a NFT-based TCG “Underground Waifus” on Steam, Epic, and Android platforms.
- Worked on MOBA and Battle Royale mechanics for 5v5 gameplay.
- Engineered play-to-earn systems using blockchain technology.
- Reduced loading times by 25% through optimization.

Mar 2021 — Feb 2023
Noida

Game Developer at TechBeliever Pvt. Ltd.

Achievements/Tasks

- Created Multiplayer Ludo and Card Game Court Piece for Internal product Integration.
- Created Multiplayer Board Games, Ludo for internal product integration, and Chess Game Published on [Google Play Store](#).
- Worked with Unity Engine along with Photon Engine, Socket.IO, Playfab, Firebase, Facebook SDK, Google SDK, Google Admob, and Google IAP, DoTween,

Jul 2020 — Mar 2021

New Delhi

Game Developer at PinkTech Design Pvt. Ltd.

Achievements/Tasks

- Research the demographics and statistics relating to the game to determine the type of gameplay to use.
- I created a 3D Singleplayer Audio-based game called Beat Killer published on Google Play Store ([click here](#) to check it out).
- Worked with Unity Engine along with Firebase, Facebook SDK, Google SDK, Google Admob, and Google IAP.

Key Skills & Expertise

- **Project Management:** Experience in managing game development projects from conception to completion, ensuring timely delivery and adherence to project scope.
- **Game Development:** Extensive experience in developing interactive and engaging games across various platforms.
- **Software Development Life Cycles:** Expertise in all phases of software development life cycles, from initial planning to deployment and maintenance, ensuring seamless project progression.
- **Communication Skills:** Clear and effective communication with team members and stakeholders, facilitating collaboration and understanding.
- **Stakeholder Communication:** Maintained strong relationships with stakeholders, ensuring their requirements are met and expectations exceeded.
- **Project Management Methodologies:** Designed and implemented effective project management methodologies, enhancing project execution and ensuring alignment with organizational goals.

05 ACHIEVEMENTS

Dec 2017 — Jan 2025

Haryana, India

District-level science exhibition

First Prize Winner, District-Level Science Exhibition

Developed an innovative console role-playing game (RPG), showcasing advanced programming skills and creative game design. The project demonstrated exceptional technical proficiency, problem-solving abilities, and a strong understanding of interactive storytelling. Awarded first place among numerous competitive entries, highlighting the project's originality, functionality, and overall impact.

Feb 2018 — Mar 2025

Haryana, India

State-Level Science Exhibition

Second Prize Winner, State-Level Science Exhibition

Engineered a sophisticated 3D game based on console RPG architecture, integrating advanced game development techniques and immersive design principles. The project showcased a deep understanding of 3D modeling, animation, and interactive gameplay mechanics. Achieved second place among a highly competitive field, underscoring the innovative approach, technical excellence, and creative vision of the project.