



Pulkit Guglani

Software Engineer

A software Engineer who created servers, games, UI, and landing pages for different companies and his own startup. For the past 4 years, I traveled and worked in different tech stacks which motivated me to become a better developer and person every next day.

Experience

Mar '23 - Present

Finsight - Lotus Wireless

Front End Engineer

- Making next accounting tally software for desktop and web with improved UI, automations and server integration to access data anywhere.
- Writing clean, maintainable and modular code in React and collaborate with backend team to design architecture and json data.
- Managing and collaborating with junior developers while maintaining the deadlines and quality of the product.

Sep '22 - Feb '23

Freelancer

MERN Stack Developer

- Created multiple clients and personal projects in React.js and MERN Stack.
- In frontend, I worked on React, React Native, HTML, CSS, Bootstrap, and Material UI.
- For backend, I used NodeJs, Express, MongoDB, and Firebase.

August '21 - April '22

MadOverGames

Software Engineer

- Worked on full-fledged Bubble Shooter Games with 5M+ downloads.
- Created beautiful interactive UI along with game functionalities.
- Worked on Unity, C#, JSON, JS, REST API, Authentication, Analytics APIs, and UI.

Jan '20 - July '22

GameNagri Studios

Full Stack Developer

- Black Sheep: From prototyping to launching the full game on the play store, I closely designed and developed a procedurally changing 2D platformer game. This is the official game of the Raftaar rap GOAT Dekho and Black Sheep.
- House Attack: Designed and developed a 3D AR action game with controllers and head movement controls in close collaboration with JIO Tesseract for their device JIO Glass.
- Ludo 2070: Created a 3D Ludo with online multiplayer features with some powerup twists.
- Led a team of 8 including programmers, artists, QA, and marketing personnel.
- A few more projects using Unity, multiple SDKs, JS, NodeJs, UI, APIs, Azure cloud APIs, Google AR, Multiplayer, and many more.

Mar '19 - Dec '19

KahaniBox

Junior Software Engineer

- Worked on the early phase of KahaniBox, a narration-based Indian language story game having 1M+ downloads.
- Worked with UK developers to design the tool and convert story scripts to a playable game.

Contact

Phone

+91 9643470165

Email

thepulkitguglani@gmail.com

Address

Shahdara, Delhi - 110032

LinkedIn

 [linkedin.com/in/thepulkitguglani](https://www.linkedin.com/in/thepulkitguglani)

Education

July '2021

B.Tech (CSE) : 7.7 CGPA

Punjab Technical University, CGC

March '2017

12th (Science) : 78.4%

Angels Public School, Delhi

Skills

- JavaScript, TypeScript, C#, C++, Java, HTML, CSS
- Mongo, Express, React, Node, NextJs, Software Design
- REST API, CRUD, SQL, JSON
- Clean Coding, TDD, Agile
- Firebase, Analytics, Unity
- Git, SourceTree, Jira, BitBucket

Achievements

- Worked with Raftaar (Indian Rapper) to design, create and launch his game.
- Secured first place in Toycahthon organized by gov of India