



## Contact

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### Address

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### Portfolio

[pulkrit-guglani.github.io](https://pulkrit-guglani.github.io)

## Education

July '2021

**B.Tech ( CSE )**

Punjab Technical University, CGC

June '2017

**12th ( Science ) : 78.4%**

Angels Public School, Delhi

## Expertise

- Js, C#, C++, Java, HTML, CSS
- Mongo, Express, React, Node
- REST API, CRUD, SQL, JSON
- Clean Coding, TDD, Agile
- Firebase, Analytics, Unity
- Git, SourceTree, Jira

## Achievements

- Worked with Raftaar to design, create and launch his game.
- Secured first place in Toycathon organized by gov of India.

# 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

### Sep '22 - Present

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, Socket.io, MongoDB, and Firebase.

### June '22 - Aug '22

InfivR

#### Software Engineer

- Developed VR fire safety simulation, A VR training simulation on how to extinguish and make decisions in case of fire in your office, building, or workplace.
- Built architecture and programmed user controls, and functionalities of the whole simulation.
- Worked on Unity Engine, C#, Oculus Quest 2, HTC Vive, and Azure Kinect SDK.

### 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.

### Sep '19 - Oct '19

Campk12

#### JavaScript instructor on HatchXR, | Intern

Made learning JS fun for kids from ages 10-18 by teaching easy-to-make small functionalities and projects online to International students.

### 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.