

Ramnjit Boparai

Lead Software Engineer

Lead Software Engineer with over 6.5 years of experience architecting and building high-performance applications. Expertise spans both cross-platform and backend systems, with a strong foundation in C#, Java, and C++. Passionate about building robust and user-focused applications from the ground up, with recent hands-on experience developing a cross-platform .NET MAUI application featuring native Android API integration.

WORK EXPERIENCE

Lead Software Engineer

January 2025 – Present

Carl's Place, Milton, WI

- Designing and leading the backend development of a high-impact web application from the ground up, designed to streamline the online sales process.
- Spearheaded development across the full stack, utilizing a diverse range of technologies including C#, Python, JavaScript, and SQL to build robust features.
- Provide technical mentorship to team members and collaborate with cross-functional teams to translate business requirements into actionable engineering plans.

Software Engineer

October 2021 – September 2024

Lost Boys Interactive Madison, Wisconsin

- Developed and shipped full-stack gameplay features for three consecutive AAA titles: **WWE 2K22**, **WWE 2K23**, and **WWE 2K24**, contributing to successful commercial launches.
- Engineered and maintained critical systems using C++ and SQL, including gameplay components, database management, and frontend UI elements within a large, performance-sensitive codebase.
- Collaborated closely with artists and designers in an Agile environment to implement and iterate on new features, ensuring technical solutions met creative requirements.

Software Developer

February 2018 – May 2019

Extreme Engineering Solutions, Verona, WI

- Developed and optimized command-line applications using Python to automate key business processes for multiple departments, improving workflow efficiency.

Undergraduate Research Assistant

September 2016 – February 2018

University of Wisconsin-Whitewater, Whitewater, WI

- Contributed to an Artificial Intelligence research project, funded by the Office of Naval Research, focused on modeling human decision-making using Inverse Reinforcement Learning.
- Led a team of student researchers in designing and analyzing naval combat scenarios to generate critical training data.
- Developed custom Python scripts to automate the processing and cleaning of simulation data.

CONTACT

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SKILLS

Languages:

- C#
- C++
- Java
- Python
- Javascript
- SQL
- XAML

Frameworks & Technologies:

- .NET MAUI
- Unity
- Unreal Engine 5
- REST APIs
- SQLite
- AI/ML
- Web Development

Tools & Platforms:

- Jira
- GitHub
- Perforce
- Visual Studio
- VS Code
- Android/iOS

EDUCATION

University of

Wisconsin-Whitewater

Master of Science

Computer Science

Whitewater, WI— December 2019

University of

Wisconsin-Whitewater

Bachelor of Science

Computer Science

Whitewater, WI— December 2017

Portfolio & Publications

- romanboparai.com
- Co-author on three peer-reviewed publications in Artificial Intelligence.