

Ravindra Mahale

Advance Software Engineer

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Career Objective

Seeking opportunities to utilize my programming skills in developing games which would be played by millions around the world.

Work Experience

05/2024 – present Pune, India	Light and Wonder , <i>Advance software engineer</i> <ul style="list-style-type: none">• Developed multigame app to display configured slot games• Implemented scriptable object approach which allows designing different layouts• Collaborating with managers, developers & testers to ensure on-time project completion.• Mentoring and managing team to be productive.• Involving in product design decision and workflow.
03/2021 – 05/2024 Udupi, India	99Games , <i>Technical Specialist Game Feature and Architecture</i> <ul style="list-style-type: none">• Designing and developing core game play mechanics.• Implementing algorithms to speed up game design process.
12/2020 – 03/2021 Bengaluru, India	Juego Studio , <i>Lead Game Developer</i> <ul style="list-style-type: none">• Code maintenance and developing feature to existing games
08/2014 – 12/2020 Udupi, India	99Games , <i>Game Developer</i>

Projects

03/2021 – 05/2024	Star Chef 2 , <i>Cooking game</i> <ul style="list-style-type: none">• Implementation of group chat feature using socket networking.• Unity package creations to be reuse.• Implemented Weighted score model in game to balance out game economy.• Re-architected asset bundle module to support theme (skin) variation of game events.• Re-architecured game data load and save module to reduce data transfer and improve game performance.• Analysing crash reports and identifying root causes.• Involved in design decision of new game features.
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01/2021 – 03/2021	Tribal Ludo, Multiplayer ludo game <ul style="list-style-type: none"> Implemented Photon network modules in game. Minimised data transfer and handled disconnection issues.
12/2020 – 01/2021	Kards Kasino, Multiplayer casino game <ul style="list-style-type: none"> Implementation of Unity IAP plugin. Bug fixes and code maintenance. Implemented different game modes.
2019 – 12/2020	Game Gully, Real time money game <ul style="list-style-type: none"> Designed and implemented entire server API calls and workflow in C#. Implemented encryption and compression to secure game data. Developed multiplayer carrom, ludo game using PUN networking solution.
2016 – 2018	Fantastic Chef, Puzzle game <ul style="list-style-type: none"> Developed core game play mechanism. Designed an AI in C# ,which uses modified flood - fill algorithm to solve the puzzles in minimum moves. Developed a system to help designers to create levels on fly.
2015 – 2016	FAN, Puzzle game <ul style="list-style-type: none"> Designed user interface system in C# which accelerated development progress. Implemented cache system for faster loading.
2014 – 2015	SpellUp, Puzzle game <ul style="list-style-type: none"> Implemented search algorithm in C# to validate words selection in grid using trie structure. Integrated analytic tools for game data analysis.

Hobby Projects

2022 – 2022	Klotski Solver, Puzzle Solver <ul style="list-style-type: none"> Demonstration of solving Klotski puzzle through BFS algorithm (github ↗)
2020 – 2020	TicTacToe, Minimax algorithm <ul style="list-style-type: none"> Implemented an AI using Python language, which uses Minimax algorithm for TicTacToe game. Algorithm is optimised by reducing game states and altering board score based on tree depth (github ↗)

Education

Bengaluru, India	SJB Institute of technology, Bachelor of Engineering (Computer Science)
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Technical Skills

Programming languages	Development tools	Game Engines
C# , C++ ,Python	Jupyter-Notebook , Visual-Studio , Android-Studio , JIRA	Unity , Unreal
Versioning tools		
Git , SVN		

Languages

- English
- Hindi
- Kananda
- Konkani

Interests

Puzzle solving , Online coding challenges , Reading books , Computer gaming

Certificates

- Unreal Engine 5 C++ Developer:
Learn C++ & Make Video Games
