

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 , Advance software engineer <ul style="list-style-type: none">Developed multigame app to display configured slot gamesImplemented scriptable object approach which allows designing different layoutsCollaborating 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 , Technical Specialist Game Feature and Architecture <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 , Lead Game Developer <ul style="list-style-type: none">Code maintenance and developing feature to existing games
08/2014 – 12/2020 Udupi, India	99Games , Game Developer

Projects

03/2021 – 05/2024	Star Chef 2 , Cooking game <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-architected 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 , <i>Multiplayer ludo game</i> <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 , <i>Multiplayer casino game</i> <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 , <i>Real time money game</i> <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 , <i>Puzzle game</i> <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 , <i>Puzzle game</i> <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 , <i>Puzzle game</i> <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 , <i>Puzzle Solver</i> <ul style="list-style-type: none">Demonstration of solving Klotski puzzle through BFS algorithm (github ↗)
2020 – 2020	TicTacToe , <i>Minimax algorithm</i> <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)*

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

