

Soumya Thakur

Game Developer

Passionate and self-driven Game Developer with 1.5 years of industry experience. Seeking programming/tech roles in the game space to work on exciting projects and improve my level of expertise to new heights!

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📄 soumyy21.github.io/portfolio/

WORK EXPERIENCE

Game Developer (Freelance)

Arioch INC

10/2021 - Present

California, USA (Remote)

Unity 3D | URP | C# | Android | iOS | Game Design | GitHub

Achievements/Tasks

- Successfully designed, developed and deployed **4 games** and **10 prototypes** for iOS and Android.
- Built custom tools for **rapid level generation** and architecture to **automate redundancies** which **reduced the time to market by 30%**.
- Continuously improved **UX Design** to **increase user retention by 10%** and used **profiler** to **optimize the game performance for lower end mobile phones**.
- Integrated **SDKs** including **Applovin Max**(Ads), **UnityIAP**(Purchasing), **Tenjin/Adjust** and **One Signal** with **Firebase Messaging** for notifications.

Game Programmer

Galactic Thumb

06/2021 - 10/2021

Toronto, Canada (Remote)

Unity 3D | C# | Android | Slack

Achievements/Tasks

- Developed **game mechanics** for multiple hyper casual mobiles games according to **design specifications**.
- Integrated and configured **Firestore SDK** for **A/B testing** and **Game Analytics** for progression events.
- Implemented **AI behaviour** for bots and **game physics** including jelly physics and animated ragdolls.

Unity Developer - Intern

Gamoksh Studios

10/2020 - 01/2021

Mumbai, India (Remote)

Unity 2D/3D | C# | Android | GitHub

Achievements/Tasks

- Designed and developed **4 hyper-casual game prototypes**.
- Worked on **Gameplay, Animation, UI, Physics, Audio, Load/Save, Shader** and **Particle systems**.

EDUCATION

B. Tech Mechatronics

Manipal Institute of Technology, Manipal

07/2017 - 05/2021

SKILLS

C# | C++ | Python

Unity 3D/2D

Game Design

Android | iOS | WebGL

Design Patterns

Git | GitHub

MySQL

Visual Studio

Object Oriented Programming

Slack | Trello

UR Pipeline

Software Development Life Cycle

ACHIEVEMENTS

Gorilla Chase - Top Charts!

Gorilla Chase hit the top charts (Top 100 Action) on both the App Store and Google Play Store. It received 250k+ downloads on the App Store and 100k+ downloads on the Google Play Store.

Tower Of Hell: Challenge

Tower of Hell: Challenge received 15k+ downloads on the Google Play Store

PROJECTS

Game Development SDK

- It is a pre-built **event-driven architecture** with various support modules to reduce redundancy and improve workflow for game prototyping.
- The core of the SDK includes a **state machine** to control game flow and a messaging system for **decoupled interaction** between modules. It also includes a **json** load/save system, UI animation library and an input system.
- The SDK is developed using various **design patterns** and **software principles** and is designed for game **scalability**.

Autonomous Vehicle Simulation

- University project where I worked on a team and we implemented a fully functioning Autonomous Vehicle in the **CARLA** simulator using **python**.
- Features included local and global path planning, automatic speed and steering controls, sensor-based environment identification.
- **Research and developed** a smart obstacle avoidance system that used **reinforcement learning** to avoid or overtake incoming and outgoing vehicles.

INTERESTS

Gaming

Travelling

Football

Chess

Robotics

F1

Escape Rooms

Hiking