

UJJWAL RAJPUT

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Skills

- C# | Unity 2D | Unity 3D | Cocos Creator | JavaScript | TypeScript | Game Engine | Phaser | Android Studio | Java | C++ | MSSQL | Node
- .NET | WPF | Web API | Mongo DB | Firebase | GCP | Git | Unit Testing | OOP's | BlockChain | Solana | Game Development
- Design Pattern | Architectural Pattern | Android | IOS | Windows | Mac | Full-Stack | English, Hindi – Both professional proficiency

Experience

Game Engineer

A5 Labs

California, USA July 2024 - Current

- **Enhanced and optimized the game engine** as part of the **Native and Architecture team**, implementing advanced **rendering** techniques and fixing critical bugs to ensure robust performance.
- Developed **new engine features** and **custom extensions**, including a **cross-platform build system (Android, macOS, iOS, Windows)**, to support complex game functionalities.
- Contributed to the **architectural design** and implementation for both **game engine** and **game development** projects, ensuring scalable, maintainable, and efficient codebases.
- Integrated **new technologies** and **frameworks** into game development, creating cutting-edge gameplay experiences and features while developing **tools to streamline workflows** and boost developer productivity.

Senior Game Developer

Gamix Labs

Noida, INDIA June 2022 - July 2024

- **Managed** multiple game development **projects**, **mentored** junior developers, and **collaborated** with cross-functional teams to ensure the **timely delivery of products**.
- Designed and developed hardware components for **Hardware Slot Machines**, including bill validators, buttons, ticket printers, and cashout boxes.
- Created a **server infrastructure** to facilitate **data storage** and **communication** for the hardware components.
- Developed a **WPF (.Net)** software application using **MVVM architecture** to bridge the hardware components with the **Unity3D**-based slot games, optimizing performance and user experience.

Game Developer

Gamix Labs

Noida, INDIA July 2021 - June 2022

- Auto Battle game with **multiplayer** functionality, **behavior tree**, and **API integration** using **Cocos Creator**.
- **Simulation** of Auto Battle on the backend side to prevent cheating using **Node JS**.
- Developed a diverse portfolio of casual and **hypercasual games**, including titles such as Spaceshooter, Giant Run, Pinball, 2048, and Block Puzzle.
- Implemented advanced features, such as **real-time data management** using **Firebase** integration and **object detection** using **Google Cloud Vision API**.
- Utilized the **Facebook SDK** to integrate social media functionalities and enhance player engagement.

Unity Developer, Intern

Chirrup Infotech

Remote, INDIA Oct 2020 - July 2021

- Work on both **multiplayer** and single-player games.
- Made the **computer bot** for ludo and **UNO** board games that help to retain the user by 8-10%.
- Refactor the old UNO code base to **Event-Based Architecture**.
- **Optimize ludo** for size by 20% and load time by 35%.

Education

Masters of Computer Applications

A.K.G. Engineering College

Ghaziabad, INDIA Aug 2019 - June 2021

- Master in computer application

Bachelor in Computer Science

Vardhman College

Bijnor, UP, INDIA Aug 2016 - June 2019

- Bachelor in computer science

Projects

- **FPS Shooter**: Created a 3D mobile battleground game using **Unity 3D**, **C#**, **Android**, and **Nakama server**.
- **Gunman Battel**: Designed and developed a top-down multiplayer fighter where players can engage in battles using their **NFTs**.
- **MasterSaab**: Designed and developed an **Android** application using **Adobe XD** and **Figma** for design and **Android Studio** for implementation, featuring user authentication, article bookmarking, and push notifications.

Others

- Loves **Traveling**, **Bike riding**, **Cooking**, and **Games**