

**AKASH SINHA**

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## PROFESSIONAL SUMMARY

Results-driven Technical Lead with 2+ years of experience in mobile game development, specializing in performance optimization and technical leadership. Proven track record of reducing build sizes by 74%, achieving 269,000+ downloads, and maintaining 60 FPS on legacy devices. Expertise in Cocos Creator, Unity, and cross-platform game development with strong project management capabilities.

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## EDUCATION

**MIT World Peace University**

B.Tech. in Electronics and Communications Engineering | GPA: 9.15

**Pune, India**

**2019 – 2023**

**Gyan Jyoti Residential Public School**

Senior Secondary Education in Mathematics and Science | Percentage: 75.4

**Patna, India**

**2016 – 2018**

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## TECHNICAL SKILLS

- **Game Engines & Frameworks:** Cocos Creator 3.x, Unity 3D, Flutter, WebGL
  - **Programming Languages:** C++, C#, TypeScript, Python 3.x, JavaScript, Dart
  - **Development Tools:** Visual Studio Code, Firebase, Git, Click Up, Metabase
  - **Game Development:** Performance Optimization, Memory Management, UI/UX Implementation, Cross-platform Development
  - **Project Management:** Agile/Scrum, Sprint Planning, Resource Allocation, Technical Documentation
  - **Soft Skills:** Team Leadership, Cross-functional Collaboration, Task Delegation, Product Management
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## WORK EXPERIENCE

**Technical Lead | Wega Labs**

*September 2024 – Present*

- Architected and launched a new game using Cocos Creator within 3 months, leading a team of 6 developers
- Achieved consistent 60 FPS performance on legacy devices through draw call optimization and memory management
- Reduced game size by 60% using techniques like 9-slice scaling, sprite atlas optimization, and bit reduction.
- Created comprehensive documentation, feature pages, and reports to facilitate seamless communication.
- Scaled BCPL to 269,000+ downloads through systematic performance improvements and UX enhancements

**Game Developer | Wega Labs***December 2022 – September 2024*

- Contributed to the development and optimization of Cricinshots, a card-based cricket strategy game, by implementing major features and enhancing UI functionalities.
- Designed logic for various systems and developed independent game features.
- Created and maintained 30+ game versions through iterative development

**Game Developer Intern | Wega Labs***July 2022 – December 2022*

- Implemented responsive UI components using Cocos Creator and TypeScript
  - Developed automated testing interfaces reducing QA cycle time by 40%
  - Created optimized animation systems for enhanced performance
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**PROJECTS****BCPL (Hyper-casual Cricket Game)**

- Designed and developed 74 unique levels using Unity3D and C#
- Implemented machine learning-based AI system with 90% gameplay accuracy
- Conducted A/B testing across 8 versions, achieving 34% Day 1 retention
- Technologies used: Unity3D, C#, Firebase Analytics, Google Play Services

**Cricinshots (Strategy Game)**

- Reduced WebGL build size by 74% through asset optimization and code refactoring
  - Developed 10+ core gameplay features and mechanics
  - Implemented performance optimization for low-end devices
  - Technologies used: Unity3D, C#, TypeScript, Firebase
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**CERTIFICATES**

- **TCS CodeVita Season 10:** Secured top 0.03% global rank (2473 among 100,000+ participants)
- **HackerRank Problem Solving Intermediate Certificate**
- **HackerRank Problem Solving Basic Certificate**
- **1st Place in Logo Design Competition** (50+ participants)