

Summary

Creative and detail-oriented Game / Software Engineer with 3+ years of experience building Unity, Unreal, and WebGL-based games and interactive applications. Strong track record in gameplay programming, UI/UX, performance optimization, and full development lifecycle ownership. Contributed to Temple Run 2 at Xansr and shipped multiple indie titles on Steam & itch.io.

Academic Qualifications

- **Bachelor's** in Computer Science from **Integral University, Lucknow, Uttar Pradesh, India (8.10/10 CGPA)** (2018-22)
- **Graduated** class of 2018 from **St Francis' College, Lucknow, Uttar Pradesh, India** (2004-18)

Technical Skills

- Programming Languages : **C/C++, C#, Javascript, Typescript, Python**
- Shading Languages : **GLSL**
- Game Engines : **Unity, Unreal Engine, Pixi Js, Babylon Js, Phaser Js**
- Version Control : **Perforce** and **Git**
- Tools : **Blender, Jira** and **Visual Studio, Microsoft office, Docusign, Intercom, Freshworks CRM, Gitlab, Github**
- Platforms : **Android, IOS, WebGL** and **Windows**

Experience

- Software Engineer at Lawyaltech** (March, 2023 – Present)
- Developed and maintained Lawyaltech.org, enhancing UX and performance.
 - Integrated CRM and implemented SEO optimization for improved lead tracking.
 - Managed full project lifecycle from client requirements to final delivery, including **test** planning, bug tracking, and validation.
 - Led a team of developers, managing end-to-end project execution and delivery.
 - Ensured compliance with industry security and code-quality standards.
- Indie Game Developer | Self-Employed** (March, 2023 – Present)
- Designed and developed multiple indie games for Steam and itch.io.
 - Managed full development cycles—concept, prototyping, release, and marketing.
 - Built gameplay systems, UI elements, and core mechanics in Unity and Godot. Also developed WebGL-based 2D systems using PixiJS and Phaserjs.
- Game Programmer at Xansr Technologies - (Hyderabad, India)** (August, 2022 – February, 2023)
- Contributed to Temple Run 2 development—enhancing gameplay systems and performance.
 - Created efficient and optimized game code using Unity, Svelte, and TypeScript.
 - Developed and maintained test cases, regression suites, and performance benchmarks, ensuring consistency and reliability across multiple game builds.
 - Worked closely with design teams to integrate new mechanics and improve visual fidelity.
 - Proficient in debugging and troubleshooting, utilizing tools and techniques to identify and resolve programming issues efficiently.
 - Technologies used - C#, Unity, Babylon js, Typescript, Perforce, Jira, Svelte js.
- Game Programmer Intern at Xansr Technologies - (Hyderabad, India)** (September – August, 2022)
- Worked on making games for clients
 - Technologies used were C#, Unity3d, Webgame engines, typescript, javascript

- Contributed to the creation of technical documentation and provided support to other team members, fostering a collaborative and knowledge-sharing environment.
- Technologies used - C#, Unity, Phaser js, Typescript, Git, Svelte js.

Certifications

- **Introduction to Game Development** by Michigan State University on Coursera

Languages

- **English** - Full professional proficiency
- **Hindi** - Native or bilingual proficiency
- **Urdu** - Native or bilingual proficiency

Student Projects

- **Mirror World** – 2D hyper-casual game; implemented UI and gameplay modes.
- **Shores of Abyss** – 3D FPS built in Unity; developed player and enemy mechanics.
- **Car system** – Simple car controller made for WebGL using Pixi js.
- **An Unordinary Place** – 2D narrative WebGL game for Brackeys Game Jam.
- **Rider Santa** – 2D Unity-based racing game inspired by Hill Climb Racing.
- **Control Player Mechanics System** – Prototype replicating telekinesis and levitation mechanics in Unity.
- **3d Player controller** – Player control system made for WebGL using Pixi js.