

Ketan Shukla

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CAREER OBJECTIVE:

Experienced Software Engineer with a strong background in Unity game development. Seeking to contribute my technical expertise and passion for creating innovative projects. Eager to join a world-class mobile games engineering team in India.

WORK EXPERIENCE:

Bombay Play Pvt. Ltd. (03/2022 - Present)

Software Development Engineer - 2

Roles and Responsibilities:

- Contributing to the development of a new exciting game [DragonTile](#) using Unity and C#.
- Led game development for [Daily Word Puzzle](#) and [Spot-Match](#) using Cocos and TypeScript, C++.
- Actively engaged in peer code reviews.
- Built SDKs in C++, Java, and TypeScript to streamline cross-project processes.
- Collaborated with product management and UX teams to ensure the best customer experiences.

Yoozoo Games India (09/2019 - 03/2022)

Software Engineer

Roles and Responsibilities:

- Worked on the development of [FourWords](#) and [CricketRivals](#) 3D game using Unity and C#.
- Contributed to designing and developing multiplayer board games employing C++, Cocos, and JavaScript/Typescript.
- Built scripting tools and SDKs in C++, Python to streamline development processes.
- Development of Dashboards for monitoring and managing analytics data from thousands of players

Vantage Systechn Pvt. Ltd. (05/2019 – 09/2019)

Trainee Engineer

Roles and Responsibilities:

- Implemented Chatbot for an educational website using React, Node
- Working on CodeZinger platform to solve problems in C++, Java, C#, Python
- Development of Progressive Web Application (PWA) using ReactJS Redux and ES6.
- Dockerized test cases in the UNIX environment with Shell scripting and Dockerfile.
- Created a test framework for a project using Selenium, unit testing, and pytest.

EDUCATIONAL QUALIFICATIONS:

Sr. No.	Exam	College	University	Subject	Percentage
1.	P.G. Diploma	ACTS Pashan, Pune	CDAC	VLSI	77.14
2.	B.E.	PRMCEAM, Badnera	SGBAU	ENTC	72
3.	HSC	ACS College, Amravati	MSB	General	58
4.	SSC	SSHS, Amravati	MSB	Regular	68

TECHNICAL SKILLS:

- Programming Languages: C++,C#, JAVA, TS/JS
- Game Engine: Unity, Cocos Creator
- Version control: Bitbucket, Github
- Containerization: Docker

KEY SKILLS:

- Ownership
- Communication
- Time Management
- Adaptive

ACHIEVEMENTS:

- GeekforGeek DSA certification.
- Led a team in client-side game development, resulting in [Ludo all Star](#). The game with over 10 million downloads and a 4.8 rating.
- **Popular Office Projects:** [Spot-Match](#), [Daily Word](#), [Puzzle](#), [Cricket Rivals](#), [Dragon Tile](#), [Ludo all Star](#)
- **Some Personal/ Projects:** [Village3D](#), [Ninja3D](#), [JungleSlots](#)

ACADEMIC PROJECT DETAILS:

Title	Technologies used	Aim	Skills acquired
FPGA Implementation of AES Encryption and Decryption Algorithm	C++, Verilog, SystemVerilog, UVM	Implemented user data encryption/decryption with verification.	Digital Electronics, Verilog, SV, UVM, C++
Automated Door Access Control System with Facial Recognition	C++, Raspberry Pi, Python, OpenCV, IOT	Developed automated door access using facial recognition.	Interfacing of Raspberry Pi, Python, and OpenCV.

SIDE PROJECTS DETAILS:

Title	Technologies used	Aim	Skills acquired
Ninja 3D Open World Game	C#, Unity, Particle System, Animation Controller, OOP	The project aims to create an immersive open-world experience where players collect items and solve puzzles.	OOP concepts, Unity3d, Animations, C#, Design patterns
Multiplayer Online Paintball FPS Game	Unity3d, C#, Particle effects, SFXs, Shaders, Photon	Created an online paintball FPS game with multiplayer features.	Photon integration, particle effect, shader, FPS game mechanics, C#

PERSONAL DETAILS:

1. Blog writing on medium at [danglingpointer](#)
2. Coding Enthusiast, passionate about solving complex data structure problems
3. Fitness and Health enthusiast.



[Medium Blog](#)



[LinkedIn](#)



[Portfolio](#)