

RITWIK SINHA

INTRO

Portfolio website :
<https://www.ritwicksinha.com>

SKILLS

App Developer •
Game Developer in Unity •
Augmented Reality (AR) •
Virtual Reality (VR) •
Mixed Reality (HoloLens) •
Multiplayer Games • Photon Pun •
Fusion • 3D Graphics • Shader Graph •
Three.js • Node.js •
JavaScript/Typescript • AWS • Firebase •
Open CV • C# • Python • Java • C • C++ •
Data Structures • OOP •
Object-Oriented Design • Unit Testing •
CI/CD • Jira/Trello •
Git/Perforce/Unity Cloud •
SCRUM / KANBAN •
Team Management / Teamwork •
Architecture Planning • Problem-Solving •
Creativity • Leadership

EDUCATION

10th Boards (ICSE- 88.33%)

De-Nobili School CMRI, Dhanbad
01/2012 - 01/2014 Dhanbād, India

12th Boards (ISC -90.5%)

De-Nobili School CMRI, Dhanbad
01/2014 - 01/2016 Dhanbād, India

B.Tech in Computer Science

PES University
08/2017 - 08/2021 Bangalore, India

Lead Game Developer | Full Stack Development

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SUMMARY

Game developer and full stack technical lead with experience in AR/VR, mobile, pc, and console titles.

Currently leading multi-team delivery of Quest 3 VR and PS5/Xbox console titles at Juego Studios, with a track record spanning AR/VR, multiplayer, and full-stack development.

EXPERIENCE

- **Associate Technical Lead** 05/2024 - Present
Bangalore, India
 - Oversee 3 cross-functional teams (10+ developers) across mobile, desktop, and console projects in AR/VR and game development, ensuring on-time milestone delivery.
 - Led end-to-end development of The Tower — a Quest 3 VR title with 3 large maps, story-driven cutscenes, and multi-enemy combat systems.
 - Directed Goof — a cross-platform Xbox & PS5 co-op survival game featuring multiplayer, local co-op, wave-based enemies, and complex weapon/power mechanics.
 - Led The Academy for Warner Music Studios (Spain) — a hyper-casual infinite car runner with in-app purchases and upgrade systems, delivered on schedule.
 - Defined architecture standards and coding guidelines adopted across all studio projects; reduced bug-cycle time by introducing structured code review processes.
 - Mentored 5+ junior and mid-level developers, conducting weekly 1:1s and code reviews.
- **Senior Software Engineer** 01/2022 - 04/2024
Gurgaon, India
 - Delivered Digi-Twin, a desktop and VR training platform for GIZ India / Bureau of Energy Efficiency — inaugurated by India's Union Power Minister; trained MSME workforce nationwide.
 - Built Koitopia end-to-end: architected backend services and integrated new front-end features, reducing API response time and improving UX stability.
 - Developed the Metaverse PC application (Vibo Exposim) with Photon Networking, real-time video streaming, and screen sharing for up to 50 concurrent users.
 - Created Ingersoll Rand's 3D web troubleshooting tool using Three.js and TypeScript, reducing field engineer query resolution time for instrument diagnostics.
 - Built HoloLens MR applications and immersive VR experiences for enterprise clients; managed Node.js/Vite backend services supporting these applications.
- **Senior Unity Developer** 07/2020 - 10/2021
Hyderābād, India
 - Designed and shipped multiple hyper-casual mobile games; managed full production cycle from prototyping to App Store/Play Store release.
 - Integrated AdMob ads and in-app purchase flows, contributing to monetisation of titles.
 - Collaborated directly with product owners to rapidly iterate on gameplay loops based on user retention data.
- **Co-Founder at Idivarts** 03/2019 - 05/2020
Bangalore, India
 - Co-founded AR/VR product studio; delivered client solutions across 5+ AR/VR projects.
 - Built Interactive AR Menu — scan-to-order restaurant app showing dish details, ingredients, and pricing via AR; deployed for live restaurant clients.
 - Developed back-end chat server infrastructure and WebGL employee-onboarding application for ITC India (delivered via Socianaut contract).

INDUSTRY EXPERTISE

Client Interactions



Team Management



Architecture Planning



Coding



Technical Design



Mentoring



AWARDS

GG Game Jam 2018

Won the first prize worth 20k in 24 hr. GG Game Jam, 2018 at PES University

Intel Internship Prize

Won the first prize worth 30k awarded by Intel.

Pes University College Award

The college awarded us with prize worth 25k this month for our project work at Intel.

GG Game Jam 2019

Won the second prize worth 20k GG Game Jam, 2019 at PES University.

NAEST (6th Position Nationally) at Kanpur by Prof. HC Verma.

Got the 6th position in IIT Kanpur at Anveshika centre for NAEST competition nationally. Prize felicitated by Prof. HC VERMA, renowned professor at IIT Kanpur and writer of Concept of Physics. [Link](#)

EXPERIENCE



Contract / Freelance Developer

01/2019 - 08/2021

Various Clients | Remote

Bangalore, India

- Unity AR/VR developer (Upwork — multiple 5-star ratings): multiplayer Unity games, and Android mobile titles for international clients.
- Game UI Developer at Zap Interio — Built game UI and supporting web application.
- UI Developer at Impakt — Developed front-end UI for a multiplayer game.
- Unity/AdMob integration at Zvoid — Implemented AdMob ads and leaderboard/awards system.

PROJECTS

The Tower

Led a team developing a VR application in Quest 3 in level-based mode with three massive maps with story based gameplay, cutscenes and fighting mechanics with multiple enemies. [Link](#)

Goof

Led team developing Xbox and PS5 console app featuring multiplayer and local co-op in survival mode, defending base against enemy waves with complex mechanisms, weapons, powers, orbs, and bots. [Link](#)

Mittin - WebGL

Led a team of around 5 people to work on more than 10 short application on web that teaches everyday home activity/ etiquettes for leading an organized life. MITTIN provides innovative digital content supported by curricular resources to bridge gaps between the classroom and the outside world. [Link](#)

Digi-Twin platform

Desktop and VR application developed for GlZ India in collaboration with Bureau of Energy Efficiency (ऊर्जादक्षताज ब्यूरो) and National Productivity Council (NPC) India This application was developed to train MSME workforce on Energy Efficiency practices was inaugurated within VR by the Union Power Minister of India "Shri Raj Kumar Singh". [Link](#)

The Academy

Led a team for game development of a game target for Warner Music Studios for Academy singers based out of Spain. Hyper casual infinite car runner game with obstacles, upgrades and purchases available. [Link](#)

Koitopia

Led a team for modification of existing application and addition of backend services and linking it with front end new scope and functionality additions. [Link](#)

Mittin - WebGL

Led a team of around 5 people to work on more than 10 short application on web that teaches everyday home activity/ etiquettes for leading an organized life.

Metaverse PC Application (Vibo Exposim)

Core team senior developer for developing a PC application with photon Networking with video and screen share features.

Ingersoll Rand- Three-js (Typescript)

Web application development for the troubleshooting and details of the instruments in 3D view and animations Ingersoll Rand. (<https://www.ingersollrand.com/en-us/>)