

RITWIK SINHA

Lead Game Developer | Full Stack Development

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INTRO

Introduction Video :

[Video link to my Introduction](#)

Portfolio website :

<https://www.ritwiksinha.com>

SKILLS

App Developer ·

Game Developer in Unity ·

Augmented Reality (AR) ·

Virtual Reality (VR) ·

Mixed Reality (HoloLens) · Photon Pun ·

Fusion · Shader Graph · Three.js ·

Node.js · JavaScript · Typescript · React ·

React Native · 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


SUMMARY

Skilled Mobile/Windows/Mac/Console(PS or Xbox) App/Game Developer with experience in Augmented Reality (AR), Virtual Reality (VR), and Mixed Reality (MR) Applications. My expertise spans across various technologies including Unity 3D/2D, Three.js, Node.js, JavaScript, Typescript, React JS, React Native, AWS, Firebase, Photoshop, Blender, OpenCV, Python, Java, Photon PUN, Fusion, and Shader Graph. I have a proven record of developing and leading projects in app/game development, multiplayer game development, and full-stack development.


EXPERIENCE

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Associate Technical Lead 05/2024 - Present
Juego Studios Bangalore, India

 - Led multiple teams on multiple projects ranging from Mobile, Desktop and Console Development in AR/VR and Game Development. Details in upcoming sections.
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Senior Software Engineer 01/2022 - 04/2024
Digital Agents Interactive Pvt Gurgaon, India

 - Worked as a senior game developer on multiple applications ranging from mobile and desktop applications to MR device like HoloLens to AR and immersive VR and web services in WebGL and three JS, also worked on node js, vite with Typescript. Details in upcoming sections.
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Senior Unity Developer 07/2020 - 10/2021
Lets Play to Learn Hyderābād, India

 - Worked as a Senior Unity Developer and had developed multiple hypercasual games. Details in upcoming sections.
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Unity Developer 08/2021
Zvoid Bangalore, India

 - Worked on AdMob and Leaderboards/Awards at Zvoid
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Freelancing - ITC Web App Development 06/2020
Socianaut Bangalore, India

 - Worked at Socianaut for an employee onboarding WebGL application for ITC India.
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Game UI Developer 08/2019
Zap Interio Bangalore, India

 - Worked in developing game UI and web application for Zap Interio
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UI Developer 07/2019
Impakt Bangalore, India

 - Worked as a UI developer at Impakt working on a multiplayer game.

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](#)

INDUSTRY EXPERTISE

Client Interactions



Team Management



Architecture Planning



Coding



Technical Design



Mentoring



LANGUAGES

English Proficient ●●●●●

Hindi Native ●●●●●

Bengali Intermediate ●●●●●

INTERESTS

🎵 Music

💻 Coding

🗣️ Speaking

⚽ Soccer

🎸 Playing Guitar

🔬 Physics Enthusiast

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.

PROJECTS

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](#)

Digi-Twin platform

Desktop and VR application developed for GIZ 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](#)

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/>)

Bisgame

Application development for virtual in-shop experience of products where user/customer can explore items, talk to agents, or even buy products. (<https://bisgame.com/>)

Kaust (VFabLab)

Development of an application for teaching the steps of several operations of high-tech nanotechnology driven equipment. (<https://vfablab.org/>)

Backend Server development

Back-end server development for a chat application at Idivarts.

FREELANCING REVIEWS

Develop an Android game- "Football Track". By Ayna Bykova (Russia)

Feedback: "Great developer! Cool application! I recommend him to create applications on Android!"

Looking for unity expert - By Johan E (Canada)

Feedback: "Legendary skill for AR! His update always was clear with description. I would love to work with you again."

Unity AR developer needed for AR application development

Feedback: "It was a pleasure working with Ritwik! He was very responsive& easy going. I highly recommend working with him!"

AWARDS

💎 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](#)

ADDITIONAL EXPERIENCE

Interactive AR Menu

Idivarts

08/2018 - 12/2020 Bangalore, India

AR app: Scan menu, tap for dish selection. Tap reveals dish details: ingredients, price, health benefits, etc.

10/2017 - 02/2018

Secured under 14 ranks in e-yantra national robotics competition under plantation theme in the country. E Yantra is a project sponsored by MHRD, Government of India. [Link](#)

05/2018

Built an automated soccer bot as a college project that could detect a ball in an arena and shoot it towards goal post automatically. [Link](#)

12/2018

Built a game of words where one user has to act and guess it.

04/2019

Built an application in unity to control a bot remotely via phone using Augmented Reality. Using the camera one can direct the bot to move/ follow a locus of path. [Link](#)

WebGL Application at ITC by Socianaut

This was a Quiz web application built for ITC in Unity.

FREELANCING REVIEWS

Looking for unity developer

Feedback: "Legendary skills for Unity and Great communication! I will hire you again Thank you."

Others

- Looking for unity dev (5-star rating)
- Unity developer for a multiplayer game using in-house framework (5-star rating)

MY CREATIONS

AR Robot (Control using your phone)

- Designed and developed an augmented reality application where the bot is controlled remotely via the phone's camera. The bot can follow a locus of the path that can be defined on a mobile phone or can be directed to move anywhere on the ground just by a swipe/touch on the screen.

[Link](#)

Mwanga Maze-Horror game

- Implemented a horror game where the level is random and procedurally generated based on levels.
- The player needs to dodge the ghosts that attack you when you cast light on them. When not cast the ghosts cannot see you.
- One needs to find the portal to move onto the next level which is somewhere random to the opposite of starting point.

[Link](#)

Space Kill Game Application

- An Arcade shooting game application where you must shoot objects that come and hit you around you.
- Boss mode for tough levels. In-App purchases to buy weapons. Ads to earn coins.

[Link](#)

Nuclear Nashiti Game Application

- A Hyper casual game with procedurally generated infinite levels, where the atoms are generated randomly.
- The player must shoot the electron from one atom to another. Doing so makes you earn points.

[Link](#)

VOLUNTEERING

Game Development Club (GDC) Head

08/2019 - 08/2021

[PES University](#)

Organized events at my college like Quiz, and workshops based on Android Studio and Unity.

dotSlash 2.0 Hackathon

02/2020 - 03/2020

[PES University](#)

Core Team member at organizing dotSlash 2.0 hackathon at PES University presented by ThoughtSpot and HPE in association with Infoblox and Hacker Earth as our platform sponsor and Hathaway as our internet sponsor and others.

Technical core member at Aatmatrisha 2020

01/2020 - 03/2020

[PES University](#)

Organized 5 technical events at Techno-Cultural Fest Aatmatrisha at PES University. They were dotSlash 2.0 (Hackathon), Technical Treasure Hunt, Give me a </br> (Puzzle and Coding), Escape Room (Puzzle and Brainstorming), Moneymaker 2.0 (Stock Marketing Event).

VOLUNTEERING

The Gaming Quiz 02/2020

[PES University](#)

Game Development Club (GDC) collaborated with Quotient Quiz club and organized a Gaming Quiz.

Unity Workshop 03/2020

[PES University](#)

Being a club head of the Game Development Club, I organized a Unity Workshop by Industry expert Saurabh Sood, then alumni at Pes, pioneer and Founder of the Game Dev Club at Pes University.

Android Studio Workshop 01/2020

[PES University](#)

Organized Android Studio workshop under Game Development Club.

dotSlash Hackathon 03/2019

[PES University](#)

Organized dotSlash hackathon at PES University as one of the flagship events at Aatmatrisha.