Manish jha

Senior Software Developer

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NATIONALITY	Indian	**LINKS**	Portfolio, Github, LinkedIn, Youtube

01 PROFILE

Senior Software Engineer with 6 years of experience driving impact projects to successful completion while consistently meeting quality targets, I'm a game enthusiast who loves reading up on the latest trends and implementing them in my job. With previous experience in startups, I bring development management skills, excelling in crafting detailed project plans, managing development KPIs, and fostering effective communication among team members. My strong problem-solving skills, dedication to excellence, and ability to adapt to new challenges make me an invaluable asset to any team, especially in the realm of mobile gaming.

02 PROFESSIONAL EXPERTISE

My dedication to excellence and ability to adapt to new challenges make me an invaluable asset to any team, especially in the realm of mobile gaming.

Technical Skills

1. **Programming Languages**: Proficiency in C++, C#, Go, and Node.JS.
2. **Game Engines**: Experience with Unity and Unreal Engine.
3. **3D Modeling and Animation**: Skills in Blender, Maya, or similar tools.
4. **Version Control**: Familiarity with Git and other version control systems.
5. **Graphics Programming**: Knowledge of OpenGL.

Soft Skills

- **Project Management**
- **Software Development Life Cycles**
- **Problem-Solving Skills**
- **Communication Skills**
- **Creative Solutions**
- **Best Practices**
- **Ability to Work Under Pressure**

- **Adaptability**

Additional Skills

1. **Game Design**: Understanding of game mechanics, level design, and user experience.
2. **Networking**: Knowledge of network programming for multiplayer games.
3. **Performance Optimization**: Skills in optimizing game performance and reducing load times.
4. **Debugging and Testing**: Proficiency in debugging and thorough testing of game code.

03 SKILLS

Skill	Rating	Skill	Rating
Game Experience	● ● ● ● ●	GoLang	● ● ● ○ ○
Unity Engine	● ● ● ● ●	Node.JS	● ● ● ○ ○
C#	● ● ● ● ●	Business Planning	● ● ● ● ●
C++	● ● ● ● ○	Project Management	● ● ● ● ●
Socket Programming	● ● ● ● ●	Unreal Engine	● ● ● ● ○
OpenAI	● ● ● ● ○	Blueprint	● ● ● ● ●
Blender	● ● ● ● ○	Shader	● ● ● ● ○
Figma	● ● ● ○ ○	OpenGL	● ● ● ● ●
Photoshop	● ● ● ○ ○	DirectX	● ● ● ● ●

04 EMPLOYMENT HISTORY

Sep 2024 — Aug 2025

Gurgaon

Software Developer (SDE-2) at Passion Gaming Private Limited

- Developing Tools and Pipelines for "**Rummy Passion**" to streamline development and reduce iteration time.
- Debugging software, identifying root causes, and proposing solutions to software issues.
- Developing sustainable architecture for sockets and APIs, optimizing game size with Cloud Content and Addressabless.
- Optimized code for maximum performance and efficiency, resulting in a 20% improvement in app response time.

Feb 2023 — Sep 2024

Ranchi

Team Lead at SwordField Technologies

- Worked on *NFT-based eSports Competitive Game* "**Warland Realm**".
- Implemented **Creatures, Player and Bots Locomotion Systems** to support multiplayer aspect like **performance, synchronization, and reusability** made this both a technically demanding and rewarding experience.
- Successfully launched a *NFT-based TCG* "**Underground Waifus**" on Steam, Epic, and Android platforms.
- Worked on **MOBA** and **Battle Royale** mechanics for 5v5 gameplay.
- Engineered play-to-earn systems using blockchain technology.
- Reduced loading times by **25%** through optimization.

Mar 2021 — Feb 2023
Noida

Game Developer at TechBeliever Pvt. Ltd.

Achievements/Tasks

- Responsible for building games for internal integration of games in "**Khiladi Adda**" application.
- Created Multiplayer Ludo and Card Game Court Piece for Internal product Integration.
- Created Multiplayer Board Games, Ludo for internal product integration, and Chess Game Published on **Google Play Store**.
- Worked with Unity Engine along with Photon Engine, Socket.IO, Playfab, Firebase, Facebook SDK, Google SDK, Google Admob, and Google IAP, DoTween,

Jul 2020 — Mar 2021

New Delhi

Game Developer at PinkTech Design Pvt. Ltd.

Achievements/Tasks

- Research the demographics and statistics relating to the game to determine the type of gameplay to use.
- I created a 3D Singleplayer Audio-based game called Beat Killer published on Google Play Store (click here to check it out).
- Worked with Unity Engine along with Firebase, Facebook SDK, Google SDK, Google Admob, and Google IAP.