Shubham Dankhara

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Summary

Creating creative things is my job as a developer. I am skilled in C# and Python, with extensive experience working on both live projects and prototypes.

- Great mind for problems solving and eager to constantly learn and add skills to my toolbox and keep my knowledge and skills up to date
- Passionate about how to design and develop different type of features in video games.

Experience

Kwalee Ltd | Bangalore, karnataka
Software Engineer - Game Tool | 08/2024 - Present
Currently working on the company's in-house SDK, where I handle:

- **Monetization & Analytics:** IAP, purchase validation, analytics integration, and mediation setup (ironSource, AppLovin, AdMob).
- **Core Systems:** Saving system, localization, remote configs, haptics, audio, and in-app ratings.
- **Build & Tools:** iOS/Android build pipelines (pre/post processing), customized debug menus, and popup systems.
- **Game Support:** Managing all publishing games by providing SDK support, troubleshooting, and improvements.

Feature Development: Occasionally contributing to core game features and live operations.

Arth-I-Soft | Ahemdabad, Gujarat
Game Developer | 07/2023 - 07/2024

- Developed in-game events, addressed live game crashes/issues, enhanced core gameplay, and created functionalities such as a tutorial system, multi-language support, and modifications to existing tools.
- Managed all cooking games for the company and contributed to other projects.
- Coordinated with designers and the animation team to achieve the final outcome.
- Collaborated with the development team to implement new features and improvements in the games.
- Conducted regular testing and debugging to ensure the quality and stability of the games.
- Stayed up-to-date with industry trends and best practices to continuously improve game development skills.

Freelancing | Surat, Gujarat
Game Developer | 07/2022 - 07/2023
Worked with clients to develop full games, create game prototypes, design gameplay flow for games in production, and add functionalities based on client requirements.

IDZ Digital Pvt. Ltd. | Mumbai, Maharashtra
Game Developer Intern | 01/2022 - 07/2022

- Worked on a different 12+ projects, collaborated with different teams like Graphics, Content, Coding, SFX/VFX and testing.
- Personally handled one game from ideation to production.
- Brainstorm game concepts and design elements by coordinating with the design/content team.
- Developed a code that behaves same for all type of devices with different CPU, GPU and screen size

Skills

Game engine : Unity, PyGame |, Programming languages : C#, Python |, Version control systems : Git, GitHub, SVN, Plastic SCM |, Project management : Jira, Trello, Slack |, Analysis : Code review, design patterns, (UML) |, Game development

Portfolio (Projects)

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