



Abhishek Shinde

Engineer Manager

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SKILLS

Unity3D Engine

AR & VR

OpenGL & OpenCV

ObjectiveC (iOS)

C/C++ & C#

TensorFlow AI

Design Patterns

Blender Scripting (Python)

Projects & Team Management

Time Management

Communication & Presentation

Tracking & Monitoring

Risk Management

EDUCATION

◆ **Master of Science In**
Computer Science March 2006
Mumbai University

◆ **Bachelor of Science In**
Computer Science March 2004
Mumbai University

PROFILE

- Over 19 years experience in Gaming & Simulation Industry using Unity3D.
- 12+ years in leadership, project, teams, operations and risk management.
- Proven success in high-complexity project development.
- Inspiring leader, mentoring & supervising top-performing teams.
- Efficient in reducing development time with strategic project design & Roadmaps.
- Strong communicator adept at engaging stakeholders
- Versatile Experience in management mix of different teams, and able to effectively communicate with the whole team as well as the Clients & Management / Board.

EXPERIENCE

- ◆ **FYND** April 2021 - Till Date
Engineering Manager - Frolic.live, glamar.io
 - Being the bridge between teams & stakeholders for successful outcomes.
 - Build project roadmaps, risk analysis, budgeting, & provide Technical guidance.
 - Conduct market research for handpicking games for adding in product roadmap.
 - Tracking & overseeing game & product development.
- ◆ **1Var Inc., Bangalore** April 2017 - April 2021
Director of Technology & Development Head.
 - Product Operations Manager - India.
 - Technical Project Manager - Overseeing Projects from Information Gathering to Timely Delivery.
 - Develop highly complex 3D intense projects using Unity3D & other gaming tech.
 - Developing AI Solutions using Tensorflow OCR & Image Recognition Systems.
- ◆ **Quikr India., Bangalore** Sep 2015 - April 2017
Lead Unity Engineer
 - Managing Real Estate Virtual Property Viewing Product.
 - Developing the complete Virtual Home making & Viewing Software.
 - Task distribution & assessment, and Complete Project deadline tracking.
 - Interacting with the EVP & Dept. Heads & showcasing project Status & Reports.
- ◆ **UST Global, Bangalore** May 2014 - Sep 2015
Technology Specialist
 - Leading India Side team of developers to develop a MMORPG Game for US Client
 - Task distribution & assessment, and Complete Project deadline tracking.
 - Co-ordinating with Offshore team, Managers & Clients.
 - Developed solutions like Estate Customisation, Pet fetch Game, Video Streaming and Inventory system for the Game.
- ◆ **Synechron Pvt. Ltd, Pune** Jan 2012 - May 2014
Assistant Technology Manager
 - Developing App's & Games using Unity3D & iOS Native.
 - Managing & training a team of size 20+ over the various iOS & Gaming Projects.
 - Task distribution & assessment, and Complete Project deadline tracking.
 - Building Complex POC's, AR & VR Projects.

HONOUR & AWARDS

- ◆ **Star Performer Award, FYND**
Oct 2021
- ◆ **Great Innovator, Quikr India**
Aug 2016
- ◆ **Surpass Award, Synechron Tech.**
Jan 2014
- ◆ **Start Of The Month, Synechron Tech.**
Oct 2012
- ◆ **Top Contributor, Sourcebits Tech.**
Dec 2010

EXPERIENCE COTINUED

- ◆ **BigPlayStudio, Bangalore** Aug 2011 - Dec 2011
Development Head
 - Manage & Develop iOS Games & App development using Unity & Native iOS.
 - Coordinate with the US Core Team, and make sure project is on track.
 - Develop highly Dynamic & Interactive Book Reading app for kids.
- ◆ **Sourcebits Technologies, Bangalore** Sep 2008 - July 2011
Team Lead
 - Manage & Develop iOS Games & App development using Unity & Native iOS.
 - Developed interactive Games using Unity3D, Native & Cocos2D.
 - Handle, Manage & Lead all the Clients Base Games projects.
- ◆ **Anibrain Digital Tech., Mumbai** May 2006 - Aug 2008
Lead Graphics Programmer
 - Joined as trainee and quickly got recognition as a Lead programmer.
 - Developed 3D Room Painting Simulation software for Nerolac Paints.
 - Worked On C/C++, OpenGL platform along with CGSL & CG Shaders.
 - Conducted Project Presentation and training for clients.

PROJECTS

- ◆ **MySuit (SelfMeasure)** [Website](#), [iTunes](#), [GooglePlay](#)
Technology: Unity3D, Python, Tensorflow AI, Blender Scripting.
 - Develop and design the Mobile app flow, SocketIO & RestAI integration.
 - Build, Train & Integrate ServerSide Tensorflow Image Recognition AI with the Application.
 - Build realtime Video Chat system for speaking with the MySuit team while placing Suit order.
 - Writing Blender Scripts for automating the process of extracting body measurements on the server using python.
- ◆ **ProView - Virtual Property** [Image](#), [Image](#).
Technology: Unity3D, Wonobo Maps, RestAPI's, Angular.
 - Managed & Lead a team consisting a mix of Developer's, Artist & QA.
 - Performing R&D on various aspect of the project to check project feasibility.
 - Creating the project road map subdividing task and assigning the task to the team.
 - Developing the whole WebGL frontend in Unity3D, Loading & Unloading of 3D Assets.
- ◆ **Quikr Home VR App**
Technology: Unity3D.
 - Managed & Lead a team consisting a mix of Developer's, Artist & QA.
 - Use the existing set of project images and load into Unity skybox environment to give 360 viewing of the room in VR.
 - Add trigger points for performing room change events.
- ◆ **OWLOP** [Website](#), [iTunes](#), [GooglePlay](#), [Video](#).
Technology: Ionic, NodeJS.
 - Managed the whole team consisting a mix of Developer's Artist & QA.
 - Defining the scope of the project, Performing R&D on various aspect of the project to check project feasibility.
 - Creating the project road map and tracking the tasks with them teaming making sure the project is on track.
- ◆ **HomeBuilder Tool** [Image](#), [Image](#).
Technology: Unity3D, RestAPI's.
 - Developed a In-house tool for Converting 2D Floor-plan designs into actual 3D Constructed apartments, Building, and landscape.
 - Ability to stack the apartments on top of each other to construct Towers.
 - Smart Placement of Furnitures.
 - Auto Orientation & Snapping of Objects to wall and floor.
 - Ability to Import/Export units.
 - Construct Apartments, Clubhouse, parking lot, roads, Building Terraces using the same tool.
- ◆ **Kuboo MMO-RPG Game** [Video](#), [Video](#).
Technology: Unity3D, ULink, RestAPI's.
 - Lead a small team of Unity3D developers in India division of Kuboo.
 - Develop Estate Customisation module allowing players to edit, add or delete items on their private island.
 - Worked on various other modules like pet grooming, item purchasing, fetch game with pets, video streaming, etc.

PROJECTS CONTINUED

◆ KimrayVal

[Video](#)

Technology: Unity3D, ObjectiveC, Xcode

- Lead the team consisting of Developers & Artist.
- Developed the Core Mechanics of the App.
- Created a Hybrid UI System where few part of UI & Features were implemented in Xcode while rest of the app was build Using Unity3D.
- Created custom Gesture base system for interacting with the app.

◆ POMAS

Technology: Unity3D, ObjectiveC, Xcode.

- Layout out the project plans assigning work, coordinating with the art team and to guid development team when ever they required any help.
- Implement the whole complex gesture control system.

◆ MySuit (3D Suit Builder)

[Website](#)

Technology: Unity3D.

- Lead a team of Artist, Developers & QA to build a 3D custom suit building App For MySuit Client.
- Developed the core logic for customising the Suit.
- Dynamically Loading high quality of 200+ fabrics in the optimal way.
- Creating 3D animations of suit and dynamically triggering them.
- Rest API integratons.

◆ Bob The Builder

[Video](#)

Technology: Unity3D, ObjectiveC, Xcode

- Developed a book reading system, with word highlighting system & Page turn animations for the book.
- Implemented Video playback system in Xcode while the book readying system was implemented in unity.(Since Unity Did not supported partial video playback during those time.
- Coordinate with the US Team and made sure development was on track.

◆ Opal Level Generator

Technology: OpenGL, ObjectiveC, Xcode, AntTweakbar

- Developed an 2D Game design engine for making game development quick & with min Code.
- Implemented 2D physics engine to handle basics physics events like Collision detection, Collision reflection / bounce. Gravity effect, triggers.
- Design levels using this tool. & play the game over in Iphone using Opal Engine.

◆ Beast Farmer

[Video.](#)

Technology: Unity3D

- Managing clients constantly staying in touch with the art team to get the art work ready depending on the requirement
- Developing egg hatching, fly catching, Core logic for side scrolling game play & Battle arena(Street fighter type) game play
- Managing team assigning task and keeping track of all the task.
- Performing Realtime Memory Optimisations and making sure the game is running at its peak performance.

◆ RentIQ

[Website, Image.](#)

Technology: Tensorflow OCR, Python

- Developed python base OCR Optical Character Recognition system for converting the pdf / images of apartment agreement into text data.
- Format the text data to parse into appropate sections for displaying on site.

◆ My Hennessy v1.0

[GooglePlay](#)

Technology: ObjectiveC, Xcode.

- Worked on the API Integration.
- Build the complete User Interface for the app.
- Handle AppNavigation & its respective custom animations
- Provided assistance in Development & also mentored the team during the development period.

◆ SyneCar

Technology: Unity3D

- Developed highly Interactive Car specification into app.
- Created interactive animations like Car door & hood open/close which was triggered on touching of hotspots.
- Developed option to customise the car body parts, change colors, add stickers and more.

◆ The Plateau v1.0 & v2.0

[Video.](#)

Technology: ObjectiveC, Xcode

- Develop all the in game animations along with UserInterface.
- Design & Construct Levels for the game.
- Perform code & memory optimisation.

◆ Cisco EdgeQuest

[Video, Video.](#)

Technology: Unity3D

- Develop the whole gameplay mechanics.
- Design Game User Interface & animations.
- Optimising the gameplay.

◆ Opal Game

Technology: OpenGL, C/C++, ObjectiveC, Xcode

- Developed an engine which takes DataFile from Opal Level Generator, and allow user to plays the side scrolling game. Even the Physics is loaded as per entity defined in Level Generator.

◆ DentalNavigator

[iTunes, Video.](#)

Technology: Unity3D, Xcode, ObjectiveC

- Interacting with the clients & the art team.
- Developing the core logic for the Application.
- Wrote Plugin for inApp Purchase For Unity3D.

◆ Magic EarthWand

[Video.](#)

Technology: Unity3D

- Implemented Rope physics simulation.
- Developed the gameplay mechanics.
- Adjusted level difficulties by making the rope physics more responsive.

PROJECTS CONTINUED

◆ The Gun Game

[Video](#)

Technology: Unity3D

- Managed the Team working on the Game, Provided the architectural design along with the class diagram's & local DB structure.
- Assigned the task & kept tracked of them to achieve game completions before deadline.
- Provided assistance in Development & also mentored the team during the development period.

◆ Interactive Car AR

Technology: Unity3D, Vuforia

- Developed an Interactive Car AR app for one of our client as an advertisement stunt for new car model launch.
- Integrated Qualcomm's vuforia sdk into Unity and made setting on the developer console for loading model dynamically for the given marker.

◆ NeonShooter

[Image](#), [Image](#)

Technology: Unity3D

- Designed & Developed the whole game mechanics.
- Created Dynamic object pooling for Enemies, Bullets & Astroids.

◆ Learning is Fun: SHAPES

[Image](#), [Image](#), [Image](#).

Technology: Unity3D

- Game target for kids below 5 yrs.
- Developed a simple game to help kids learn to identify shapes.
- Designed Levels, Menu & User Interface and then implemented it.

◆ RapidMath

[Image](#), [Image](#).

Technology: Unity3D

- Used Simple math to make fun & rapid math quiz game.
- Designed the User Interface
- The whole idea was to make math fun & rewarding for kids

◆ MUSE v1.1, 1.2

[iTunes](#)

Technology: ObjectiveC, Xcode.

- Worked on the API Integration.
- Build the complete User Interface for the app.
- Handle AppNavigation & its respective custom animations.

◆ NeroMagic

[Image](#), [Image](#), [Image](#)

Technology: C/C++, OpenGL, CGSL, CG Shaders.

- Creating 2D Grid System for drawing the Room layout in 2D.
- Furniture Placement system, to place the furnitures smartly.
- Worked on writing CGSL & CG Shaders.
- Build custom 2D Physics for placing the furniture without overlapping with other already placed items.

◆ Combat Game

Technology: Unity3D

- Designed & Developed a game for Healthcare company, to promote its new medicine in the market.
- Had to continuously communicate with the clients to get the promo game ready and get it integrated in their website.

◆ Physics Orbs

[Video](#)

Technology: Unity3D

- Developed the whole Physics base Puzzle game.
- Designed Levels, Menu & User Interface and then implemented it.
- Unique OnTouch Camera Magnifier Zoom View.

◆ Square Monster

[Video](#), [Image](#), [Image](#)

Technology: Unity3D

- Designed & Developed the whole game mechanics.
- Create Match 3 game Logic with Tetris style movement.
- Design & build Complete Games user interface.

◆ Memory Master

[Image](#), [Image](#), [Image](#)

Technology: Unity3D

- Simple Memory game with the cool story to it.
- Conceptualise & Developed the whole game.
- Communicated with the art team to create the respective UI & Design.

◆ Size to Fit

[Image](#), [Image](#), [Image](#)

Technology: Unity3D

- App / Game Designed to help people relax and reduce stress.
- Designed & developed this simple Game with relaxing music & game play.

Declaration: I declare that the above facts given by me are true to the best of my knowledge and belief.

Thanks,
Abhishek Arvind Shinde.