

Saket Kumar
Senior Game Developer

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An accomplished Game Developer with over 10 years of experience covering all aspects of the game development life-cycle including designing, development, testing and maintenance. Have extensive experience in web, desktop and mobile games and other rich internet applications like small websites, software prototypes, portfolios and many more.

Key skills include:

- ❖ Game Development
- ❖ Social Games
- ❖ Problem solving
- ❖ Gamification
- ❖ Casino Games
- ❖ Team work
- ❖ OOPs
- ❖ Educational Games
- ❖ Project management
- ❖ Design patterns
- ❖ Mobile Games
- ❖ Passion for games

Technical Expertise

Primary Programming, Tools, Frameworks & API:	TypeScript, JavaScript, HTML5, CSS, Sublime Text, Gamesparks, PixiJS, Phaser
Legacy Programming, Tools, Frameworks & API:	ActionScript 3.0, FlashDevelop, Animate CC, Flash Builder, Starling, SmartfoxServer Pro, SFS2X, Graph API
Area of Expertise:	Facebook Game Development, Casual Games, Mobile Games, Casino Games, Educational Games
Development:	Object-Oriented Design (OOD), Agile Development, MVC
Version control Tools:	GIT, SVN
Project Management Tools:	JIRA, Trac, Wrike, Orangescrum

Education

Certificate	Institution	Year
B.Tech Computer Science and Engineering	IIIT-Hyderabad	2009
Higher Secondary School Certificate(CBSE)	KV – NMR, JNU Campus	2004
Secondary School Certificate(CBSE)	KV No. 2 – AFS Chakeri	2002

Volunteer work

I worked with "Asha Kiran" NGO for 6 months at IIIT Hyderabad, where I taught Math, Science & English to underprivileged children.

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Professional Experience

Designation	Company	Period
Sr. Frontend Developer	Riversense	June 2019 - Present
Sr. Developer	Gamesmart Ltd.	Aug 2013 - Mar 2017
Sr. Web Application Engineer	Fortuity Infotech Pvt. Ltd.	Mar 2010 - Sept 2014
Jr. Developer	Adsys India	June 2009 - Feb 2010

Sr. Frontend Developer at Riversense (June 2019 - Present)

I am responsible for developing new slot games.

Projects: Sky Island, Ninja Cat, Boxing God, Sexy Fox.

Independent Work (April 2017 - Present)

I have been working freelance on small projects. Also I am working on some independent projects where I am responsible for managing the entire project, working on the server side as well as front end development of the games. Also responsible to manage a small team of developers and designers.

Projects: 15 Puzzle Saga , Kids Memory Game, Math Operations, Bewitched Ludo, Know Your Pal, Egreetings4every1, Interactive 100 Number Chart, All 15 Puzzle.

Sr. Developer at Gamesmart Ltd. (Aug 2013 - Mar 2017)

I was responsible for leading the development and maintenance of the client side of the game.

Project : Doctor Bingo (<https://apps.facebook.com/doutorbingo>)

Sr. Web Application Engineer at Fortuity Infotech Pvt. Ltd. (Mar 2010 - Sept 2014)

I was extensively involved in designing protocol for communication between client & server and developing web based casino games & card games. Developed many casino games like *keno*, *roulette*, *wheel of fortune* and very popular Indian card game *Rummy*. Also developed many in game components used across all the games.

Projects: Taashtime (Online Rummy), Keno, Slots, Roulette, Wheel of Fortune.

Jr. Developer at Adsys India (June 2009 - Feb 2010)

I was extensively involved in website designing & development, portal development and search engine optimization.

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Hobbies

- **Gaming.** I am a gamer at heart and it gives me a unique insight into the mind of the audience. I feel as a game developer it is very important to understand the end users. I also like strategy games and puzzles which is a healthy exercise for the mind.
- **Understanding culture.** Throughout my life I have lived in several cities, interacted with people of different cultures and countries. While working at GameSmart I came across brilliant minds from all over the world. Some of my colleagues were from Europe, Asia and South America. It was a great learning experience and I am always looking for opportunities to work with brilliant people who challenge me and keep the fun alive.