



# Amit Kumar Dhillon

Full Stack Game Developer

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New Delhi, India

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linkedin.com/in/amitdante

Portfolio : [www.amitdante.com/](http://www.amitdante.com/) ---- I have been playing games since forever and creating them since 7 years, have released 20+ personal games along with working for various studios. Can write full stack infrastructures and have deep love for AI and machine learning.

## WORK EXPERIENCE

### Lead Game Engineer

Hike private limited

08/2022 - 05/2023

#### Achievements/Tasks

- Working on multiplayer architecture for real money high traffic games.
- Leading the team of developers for various games
- Coming up with new code refactoring solutions.

### SDE-3 Game Developer

Mobile Premiere League (MPL)

08/2021 - Present

Bangalore

#### Achievements/Tasks

- Working on Cross continental multiplayer engine and games
- Worked on 3d battle royale game UGW
- Leading the multiplayer MPL SDK team
- MPL Sdk can be used by any studio to have seamless cross continental multiplayer experience in their game

### Senior Game Engineer

Play Games24x7

08/2020 - 08/2021

#### Achievements/Tasks

- Working on real time multiplayer games for India's biggest gaming studio.
- Created new physics system for seamless syncing of physics over the network

### Lead Engineer-1 (Game Developer)

Standard Chartered Research And Technology India

01/2020 - 08/2020

Solving financial problems for SMEs and MSMEs

#### Achievements/Tasks

- Creating gamification tools for various financial services.

### Senior Software Engineer

Junglee Games

11/2018 - 01/2020

New Delhi

India's biggest Rummy game

#### Created PoolKing, nominated for game of the year at IGDC

- Handled all the server side implementation of the game.
- Integrated full operational requirement events.
- Worked on multiplayer engine and customized it for better performance and reliability..

## SKILLS

Game developmet

Unity3D

Unreal Engine

C#

C++

NoSQL Database

PHP

Javascript

Node

AI

Multiplayer Frameworks

Gameplay Programming

Server programming

Machine Learning

Game Design

Gamesparks

Photon

PlayFab

## EDUCATION

B.tech in Computer Science

- VTU Belgaum

## ACHIEVEMENTS

Worked on India's first full fledged high quality 3d Battle royale game called Underworld Ground Wars by Mayhem Studios

Changed Photon Engine to be more reliable in client to client communications

Multiplayer Server Logic implementation for FPS games on steam

Written an Adversarial AI system for 1v1 strategy games like chain reaction through AB-Negamax algorithm

Created Self Driving car simulation using Unity and TensorFlow, Neural Networks helps the car to learn how to drive in One track and after complete training the car can run on any track

## WORK EXPERIENCE

### CTO/Game Design Head

Knackage Edutech Pvt. Ltd.

09/2017 - 10/2018

*Lead the team of developers to create customized games*

- Created the gaming platform
- Back-end architecture for the platform
- Guided the team of Game Developers to release fun customized games.

### Game Developer

Toko Innovation Studios

08/2016 - 09/2017

*Creating Educational games for K-10 kids*

Bangalore

*Developing multiplayer casual games for kids*

- Gameplay Coding
- Multiplayer functionality

### Indie Game Developer

Indie Development

08/2014 - 08/2016

*Achievements/Tasks*

- Published various games on web portals, have a look at [www.amitdante.com](http://www.amitdante.com)

Bangalore

## INTERESTS

Football

Artificial Intelligence

Music

Philosophy

Quantum Physics