

MAYUR RATHOD

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About Me

Principal Game Engineer with **13+ years** delivering high-performance mobile games across genres. Proven track record of leading small teams to ship quality products on time — cutting draw calls by **87%**, improving FPS from 30 to 60, and building CI/CD pipelines that accelerate delivery cycles. Expert in Unity3D, multiplayer systems, live-ops, build automation, and engineering management.

Technical Skills

Game Engines: Unity3D, Unreal Engine, Cocos2d, Raylib

Languages: C#, C++, Python, JavaScript, PHP, Shell Script

Backend & Services: Playfab, RESTful APIs, Node.js, Express, PHP, PostgreSQL, MySQL

Version Control: GitHub, Bitbucket, SVN

DevOps & Tools: Jenkins, CI/CD, AWS (EC2, S3), Protobuf, Zenject, Build Automation

Principles & Practices: OOP, SOLID Principles, Design Patterns, Software Architecture, TDD, Unit Testing, Debugging

Performance Optimization: Draw Call Reduction, Static Batching, GPU Instancing, Sprite Atlas, Memory & Asset Profiling

Engineering Management: Team Building, Technical Direction, System Architecture, Roadmaps, Code Reviews

Miscellaneous: AR/XR/VR, HoloLens

Work Experience

QilaGames

PRINCIPAL SOFTWARE ENGINEER

Mar 2025 – Present

Bangalore, Karnataka, IN

Ludo Hero | Team size: 4

- Delivered core gameplay features end-to-end on **Ludo Hero – Board Adventure**, directly improving player engagement and retention metrics.
- Built internal tooling suite: **build automation tools**, **addressable asset pipeline tools**, and **runtime feature-tweaking tools** enabling non-dev configuration without code dependency.
- Integrated analytics infrastructure that enabled data-driven decisions, measurably improving gameplay loops and team velocity.

Longbow Games Pvt. Ltd.

PRINCIPAL SOFTWARE ENGINEER

Jun 2021 – Feb 2025

Mysuru, Karnataka, IN

Rovio | Battle Bay | Team size: 3

- Authored comprehensive onboarding, build and deployment documentation, **cutting developer ramp-up time** and accelerating build delivery cycles.
- Led end-to-end coordination across multiple teams, delivering a quality product on time with consistent cross-team alignment.

Carry1st | Mine Rescue | Team size: 4

- Migrated monolithic codebase to a decoupled architecture, **significantly reducing bug frequency** and improving overall product quality.
- Architected and managed CI/CD pipeline, **reducing deployment downtime** and enabling seamless continuous delivery.
- Resolved a critical iOS API failure restoring data sync, leading to **measurable increase in iOS retention rates**.

- Optimized rendering by minimising draw calls via Static Batching, GPU Instancing and Sprite Atlas — **reducing draw calls from 400+ to under 50**, improving FPS from 30–35 to **55–60** and eliminating lag on low-end devices.
- Built QA cheat tools that **significantly improved testing efficiency** and reduced defect escape rate.

- **DECA | Almost a Hero | Team size: 3**

- Mentored junior developers, raising team code quality and accelerating their professional growth.
- Managed CI/CD pipeline ensuring **minimal downtime** during live-ops updates for an active player base.
- Owned direct client communication end-to-end, aligning deliverables with business objectives and **maintaining strong client relationships** throughout the project.

JetSynthesys

SR. GAME PROGRAMMER

Nov 2018 – May 2021

Pune, Maharashtra, IN

Sachin Saga Cricket Champions | Team size: 4

- Shipped core gameplay features across multiple releases, **consistently meeting quality bar and deadlines**.
- Integrated analytics providing key performance insights that **drove data-informed product decisions**.

Emdep - Testboards

SOFTWARE DEVELOPER

Jun 2017 – Oct 2018

Pune, Maharashtra, IN

- Delivered multiple AR/HoloLens experiences for automotive product launches, **contributing to company recognition at the 2018 Berlin trade fair**.
- Designed UX flows and 3D visual systems for HoloLens apps adopted by automotive industry clients.
- Converted stakeholder requirements into actionable development tasks, defining milestones that kept projects on schedule.

Vroovy Hungama Gameshastra

GAME DEVELOPER

Jan 2015 – May 2017

Mumbai, Maharashtra, IN

- Shipped **2 Bollywood IP games on deadline**, contributing to high-profile licensed releases.
- **Cut multiplayer infrastructure costs** by migrating Krrish 3 from SmartFox Server to Google Play Services Multiplayer.
- Led R&D on game tooling, prototyping cutting-edge approaches to improve development workflows.

Anuva Technologies Pvt. Ltd

GAME DEVELOPER

May 2014 – Dec 2014

Pune, Maharashtra, IN

- Built early expertise across prototyping, SDK integration and gameplay development, establishing a strong foundation for a long-term engineering career in games.

Indusgeeks Solutions Pvt. Ltd.

SOFTWARE DEVELOPER

Jul 2012 – Apr 2014

Mumbai, Maharashtra, IN

- Gained production experience in Unity and SmartFox Server, delivering gamified healthcare simulation and training systems used in real-world training environments.

Education

Vidyavardhini's Vartak College, Mumbai University

Bachelor of Science — Information Technology

2011

Vasai, Mumbai, Maharashtra, IN