

# Aditya Choudhary

## Technical Project manager

Complex problem-solver with analytical and driven mindset. Dedicated to achieving demanding development objectives according to tight schedules while producing impeccable code. Organized and dependable candidate successful at managing multiple priorities with a positive attitude. Willingness to take on added responsibilities to meet team goals.

2022-09 -  
Current

### Software Developer Team Lead

*P2e Pro, Noida*

- Scheduled development timeframes, providing realistic and actionable frameworks for consistent development progress performance.
- Held cross-disciplinary brainstorming sessions with technical leads from area of expertise.
- Created long-term development plans to optimize performance within multi-project and multi-team environments.
- Authored code fixes and enhancements for inclusion in future code releases and patches.
- Supervised work of programmers, designers and technicians, assigned tasks and monitored performance against targets.

2021-09 -  
2022-08

### Platform Delivery Manager

*Metadome, Gurugram*

- Researched, consulted and analyzed client's requirements for technical products.
- Defined project delivery timelines and milestones by coordinating with tech and art departments.
- Predicted resources needed to reach objectives defined in SOW and managed resources in an effective manner.
- Used Trello and JIRA to create plans, track execution and update the tasks status.
- Served as a single point of contact for team leads of Tech, Art and Product teams about the

## Contact

### Address

Noida, India 201301

### Phone

8920578889

### E-mail

adityachoudhary93@gmail.com

## Skills

Technical Project planning

Software architecture

C++

C#

HTML-JS

Python

Coding

Dev Ops

## Software

Unity 3D Engine

Unreal Engine

Trello

Jira

Babylon

Blender

Visual Studio

scope of implementations and clarity and deliverables.

- Implemented software technology solutions that meet and exceed customer requirements and expectations.
- Actively implemented agile development practices.
- Ensured superior software product through methods including unit testing, generating UAT reports, extensive testing of products and took into consideration client inputs.

2020-12 -  
2021-09

## Senior Software Engineer

*Juego Studios, Bangalore*

Designed, developed, documented, and implemented software applications and support systems.

Was responsible for the entire Software development lifecycle of the technical application from kickoff till the time of delivery of the application.

Was leading a team of developers to plan, develop architecture, did RnD in tools and technology according to the requirements of application.

Collaborated with software developers, Business Analyst and QA team resources to plan the execution of designing, planning and testing of the software application.

Involved in coding the architecture and behavior of applications.

2019-02 -  
2020-04

## Game Developer

*Ingenuity Gaming, Noida*

- Contributed to designing and developing the code architecture for Land based Slot gaming applications.
- Was a part of the development team and fulfilled the responsibilities shared in the Agile software development roadmap of the project.
- Was responsible for writing and maintaining the code mechanics. Took responsibility for the development duties and knowledge download to the rest of the team members.
- Was an active member of the foundational team

to develop the Land based Slot games in Unity based Game Engine.

- Used c# and c++ as the programming language along with game engines like Unity and OpenGL to build the slot game applications

**2017-09 -  
2018-08**

## **Software Developer**

*ADH Labs, Noida*

- Ported OpenGL car simulation software to Unity 3D software.
- Created various applications according to client requirements.
- Actively involved in different phases for the entire Software Development life cycle of the development, code architecture and implementation.
- Validated the requirements technically and created high level design document and low level design document of the working flow of the application.
- Involved in 3D asset integration in the Unity software.
- Conducted Unit testing every time when changes are made to the program code
- Debugging critical technical issues, handling Stakeholders feedbacks.

**2015-12 -  
2017-09**

## **Software Engineer**

*Orkire Technologies, Noida*

- Was responsible for Game development from conception to execution.
- Released applications for various target devices like PC, Android and IOS device.
- Wrote clean, concise, testable and well documented code.
- Used Unity 3D Game engine and C# language to do bulk of the development.
- Created custom Unity Editor scripts to ease the development workflow and automate the Unit testing.
- Developed tools and pipelines for QA team to make the process of features validation easier and have faster iterations in development.

## Education

---

2011-06 -  
2015-08

**Bachelor of Science: Electrical,  
Electronics And Communications  
Engineering**

*Krishna Institute of Engineering And Technology -  
Muradnagar, Uttar PRadesh*

2023-03 -  
Current

**MBA: International Business Management**

*Amity International University - Noida, Uttar Pradesh*