

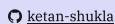
#### Ketan Shukla

Passionate Game Developer with Expertise in Real-Time Rendering and Data Integration

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#### **Profiles**

in ketan-shukla-



# Skills

#### **3D Graphics Development**

- Proficient in three.js JavaScript library for creating 3D graphics applications. Custom shader development for three.js. Integrated GLTFLoader to efficiently manage and display 3D models within web applications.

### Rendering and Graphics

Expertise in OpenGL and Vulkan APIs Shader programming (GLSL, HLSL). Experience with multithreaded rendering optimizations

#### **Data Management**

Proficiency in data serialization and descrialization Asset streaming and loading techniques

#### **Tools and Frameworks**

Familiarity with build tools (CMake, Makefiles) Knowledge of debugging and profiling tools for performance optimization

## Awards

#### Ludo All Star-Best Game Of The Year 2019

Google Play

## Jan 2020

A real-time multiplayer mobile game with over 10 million downloads and 4.8 rating.

 Contribution: Led the frontend development, implemented fixes and improvements engine level code, implemented gameplay and monetanization related features.

# BlockHeads - Best of Indie Games 2023

Google Play

## Jan 2024

Blockheads-game-link

Contribution: Developed
Notifications, Ads services related
SDKs, integrated Firebase for user
data management, and
collaborated on UI/UX
improvements.

# Education

#### Prof Ram Meghe College of Engineering & Management Electronics Engineering

8.2 CGPA

Bachelor of Engineering

Bachelor of Engineering

# Advanced Computing Training School - C-DAC

PG-DVLSI

A+

Post Graduate Diploma

#### Summary

Passionate and experienced 3D Graphics Web/Game Developer with over 5 years of expertise in WebGL and hardware-accelerated 3D rendering. Skilled in utilizing the three.js JavaScript library to create immersive 3D graphics applications for the web. Adept at writing custom shaders and rendering effects, with a strong understanding of the programming and logic.

#### Experience

#### **A5Labs**

March 2024 - Present

Game Developer

Remote

https://a5labs.co/

- Optimized Rendering Pipelines: Enhanced rendering operations in the Cocos Engine, focusing on multi-threaded task processing and asset streaming/loading.
- Developed core engine functionalities, integrating low-level programming techniques to optimize performance and scalability.
- **C++ Development**: Developed and customized C++ engine-level code for Audio interfaces, Networking, serialization, deserialization, and rendering operations.
- **Collaborative Development**: Worked closely with a global team of technologists and game developers to innovate and solve challenges.

## **BombayPlay Games**

March 2022 - March 2024

Remote

Software Development Engineer - 2

https://www.bombayplay.com/

- **Notable Achievement:** Working on the Google Play Store Best of 2023 game, BlockHeads, using Cocos, C++, and TypeScript.
- TypeScript to streamline cross-project processes.Researched and implemented solutions for complex technical issues,

C++ Development: Building and Integration of SDKs in C++, Java, and

- developing comprehensive test cases to validate robustness.
- Game Development: Development of games using Cocos and Unity game engine.

#### Yoozoo Games

Sept 2019 - March 2022

Software Engineer

Pune

https://india.yoozoo.com/m/about.html

- 2D Rendering Pipelines: Developed and optimized 2D rendering engine Cocos creator 1.9.3 and was involved in fixes in engine level code also co-ordinated with the core Cocos Creator team for the same.
- 2D Lightening and Gradient for Fonts: Implemented shader programs for various rendering techniques, including 2D lighting and gradient effects by changing engine-level C++ code wherever required.
- **3D data visualization tool**: Built a real-time 3D data visualization tool using WebGL and three.js to display complex datasets in an interactive manner.
- Math Skills Application: Applied strong math skills, including trigonometry and linear algebra, to handle various use cases in a game of bubble shooter.

## Vantage Systech Pvt. Ltd.

May 2019 - September 2019

Trainee Engineer

Pune

- **Web Development**: Developed a chatbot for an educational website using React and NodeJS.
- **Problem Solving**: Worked on the CodeZinger platform to solve problems in C++, Java, C#, and Python.
- Build custom Framework for testing using Python scripting.
- **Dockerization**: Dockerized test cases in the UNIX environment with Shell scripting and Dockerfile.

# Projects

# **WebGL-Based 3D Animation Showcase**

Freelance Demo Project for a client

- Developed a web application to showcase complex 3D animations using WebGL and three.js.
- Utilized custom rendering effects to create dynamic lighting and shadows, enhancing the overall visual experience.
- Integrated user controls to allow for interactive exploration of the animations.

# Interactive 3D Model Viewer Practice Project In a follow ale

Practice Project In a follow along tutorial

- Created a web-based 3D model viewer using WebGL and three.js, allowing users to interact with and explore various 3D models.
- Implemented GLTFLoader to manage and render 3D models efficiently.
- Developed custom shaders to enhance the visual quality and realism of the models.