

Ketan Dutt

Lead Game Developer | Unity, Phaser, Godot, Unreal | 1M+ Downloads | AR/2D/3D

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Lead Game Developer with **7+ years** of experience delivering high-quality **2D, 3D, AR**, and browser-based games. Expert in **Unity, Unreal Engine, Phaser, and Godot**, with proven success in **team leadership, recruitment, GDD creation, and creative direction**. Track record includes **1M+ downloads**, significant improvements to **player retention and monetization (ARPDAU, MAU)**, and deployment across multiple platforms. Skilled in **CI/CD automation, performance optimization for low-spec platforms, custom Unity tool development, cross-platform deployment**, and delivering engaging gameplay experiences from concept to launch.

Profiles

Linkedin Profile | Github Profile | Personal Portfolio

Awards

Rookie Rockstar
Extramarks Education
January 2022

Awarded for exceptional performance and rapid integration into the team, contributing significantly to project success within the first two months.

Blueprint Ninja Challenge Winner
Epic Games / Unreal Engine
December 2021

Completed five advanced Unreal Engine Blueprint courses in three weeks, earning three exclusive badges and recognition for mastery in Blueprint scripting.

Third Prize - Robot Race
I.I.T.M. College
2016

Third Prize - Treasure Hunt
P.I.E.T. College
2016

Skills

Game Engines

Unity (2D/3D/AR/VR), Phaser.io, Godot, Unreal Engine (Blueprints, C++), LibGDX

Programming Languages

JavaScript, C#, GDScript, Python, BrightScript, C++

Project Management & Collaboration

Agile, Scrum, GitHub, GitLab, Trello

Specialties

Gameplay Logic, Pipeline Automation, Performance Optimization, CI/CD, Custom Editor Tools, ARKit, ARCore, Mobile Optimization, Monetization, Analytics

Training & Certifications

Advanced Blueprint Scripting
Epic Games / Unreal Engine
2021

Training in Hadoop & Big Data
IIHT
June 2016

Training in Ethical Hacking
Kyrion
June 2015

Internship at DRDO Headquarters
Defence Research and Development Organisation
August 2016

Languages

BrightScript

JavaScript

C#

GDScript

Python

Education

Kurukshetra University
Information Technology
2013 - 2017
B. Tech

Mira Model School
CBSE (PCM)
2013
12th

Mira Model School
CBSE
2011
10th

Experience

Self-Employed — **June 2022 - Present**
Freelance Game Developer — Remote

- Delivered **14 client projects** end-to-end, including scope, GDD creation, creative direction, development, and delivery for mobile and web platforms, collaborating with freelance artists and developers.
- Recruited, trained, and mentored junior developers; provided performance reviews to clients.
- Built internal tools using **Python** for asset compression (TinyPNG API), publishing prep, and error reporting.
- Implemented gameplay mechanics, win/loss logic, and interactive web games using **Phaser.js** and **HTML5 Canvas**.
- Managed tasks with **Trello** and version control with **GitHub** and **GitLab**.
- Implemented **CI/CD pipelines** using GitHub and GitLab Actions for automated builds and deployments, reducing deployment time by 40%.
- Created custom **Unity editor tools** to streamline level testing, mobile project setup, and batch processing of lightmaps/occlusion maps.

Round The Clock Technologies Pvt. Ltd. — **March 2023 - May 2024**
Lead Software Engineer — Noida

- Led a team of **12 developers** in creating and maintaining unique and exciting games for clients.
- **Scaled team from 1 to 9 developers**, overseeing hiring, onboarding, training, and mentorship of junior developers; conducted performance evaluations.
- Directed **GDD creation** and **creative direction** in collaboration with clients for all Unity projects.
- Managed Scrum meetings and coordinated team tasks for efficient delivery.
- Delivered Unity-based **2D, 3D, and AR (ARKit/ARCore)** titles for Android/iOS.
- Increased project delivery speed by **30%** through Agile workflow optimization and tooling improvements.

Extramarks Education India Pvt. Ltd. — **November 2021 - May 2022**
Senior Game Developer — Noida

- Hired and mentored junior developers; provided training and project-specific onboarding.
- Built a **Phaser-based rapid prototyping framework** enabling 15+ games to be produced faster, still in active use.
- Delivered **6 optimized Unity games** improving stability and performance across devices.
- Improved player retention through refined gameplay loops and reward balancing.
- Awarded **Rookie Rockstar** within the first two months for rapid and impactful contributions.

Rendered Ideas Softgame Pvt. Ltd. — **June 2018 - November 2021**
Game Developer — Mumbai

- Developed **20+ games** across Unity, LibGDX, and Godot, achieving **1M+ downloads** on Google Play and Amazon App Store.
- Optimized performance for low-spec platforms like **Roku** and **Amazon Fire TV**, improving FPS and memory efficiency.
- Implemented monetization strategies (IAP, ads, cross-promotion) and analyzed **ARPDAU/MAU** to boost engagement.
- Managed backend systems and developed multiple **server-side applications** to support game management and live operations.

Akashvaani.com — **May 2017 - June 2018**
Trainee Developer — Gurugram

- Assisted in web and software application development.
- Participated in code reviews, debugging, and testing processes.

Professional Projects

Ants AR — **2023**
GitHub Repository

Unity + ARKit/ARCore puzzle game for Round The Clock Technologies where players spawn ants in real-world space and guide them to solve puzzles. Overcame challenges in plane detection and maintaining scale consistency across devices.

Spin Wheel Reward System — **2022**

Phaser-based spinning wheel with probability-weighted prizes, monetization through ads and in-app currency purchases, and analytics to track player engagement. Successfully implemented in multiple themed games with unique rewards.

Loot Box Opener — **2022**

Slot-style loot box animation in Phaser with probabilistic rewards. Monetization via rewarded ads and in-app currency, analytics for reward tier tracking, and integrated across several games with unique themes.

Personal & Freetime Projects

Robotic Arm — **January 2016**

Arduino-based humanoid arm from shoulder to fingers, controlled by glove-mounted sensors. Moves according to hand motion; practical for aiding physically disabled individuals.

Li-Fi — **November 2016**

Light-based data transmission system using LED on/off patterns to send binary data, read by light sensors and displayed on receiving devices.

Remote-Controlled Car — **April 2016**

Wireless RC car using RF module and brushless DC motor with servo steering. Won third prize in Robot Race at I.I.T.M.

Quadcopter — **April 2017**

RF-controlled quadcopter with four brushless DC motors, NRF module for wireless control, and gyroscope + accelerometer for stability.

Specialized Search Engine — **November 2016**

Web app using HTML, CSS, Bootstrap, JSP, and MySQL. Includes login/registration and database search functionality for words, symbols, and numbers.

Hybrid Endless Runner Game — **June 2016**

Unity 3D endless runner in C# where the player jumps over obstacles. Hybrid build runs on Windows, Linux, Android, iOS, and Mac.