

Arijeet Baruah

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Summary

Gameplay and Tools Programmer with 5+ years of experience shipping commercial titles across mobile, PC, and Steam. Specialized in Unity3D and C#, with additional depth in C++, custom engine work, and web-side engineering. Experienced across the full game development stack — gameplay systems, designer-facing tooling, third-party integrations, and performance optimization. Comfortable in teams of 5 to 300. Open to full-time and contract game developer roles, remote-friendly.

Experience

Gameplay Developer

Hybrid

Tentworks Interactive

August 2024 – Present

- **Becoming Pablo** (Turn-Based Grand Strategy, Steam) — Joined pre-Alpha and shipped 9 distinct systems spanning gameplay, tooling, and integrations:
 - Designed a scalable, data-driven **Tech Tree system** using ScriptableObjects with dependency graphs and designer-editable unlock conditions — supporting R&D progression without code changes.
 - Built the **Family Tree / Faction system** tracking lineage, alliances, and rivalries across cartel families; underpins the diplomacy and espionage layers.
 - Created a **Google Sheets data pipeline** pulling live game content into Unity — parsing, validating, and generating ScriptableObject assets from spreadsheet rows, eliminating engineer bottlenecks for content updates.
 - Developed a **custom Localization Editor** (Unity Editor extension) for in-editor management and preview of translated strings across all supported languages.
 - Integrated **Steamworks SDK** (achievements, cloud saves, platform callbacks) and **FMOD Studio** (adaptive music, event-driven audio architecture).
 - Built the full **Options Menu** (graphics, FMOD mixer buses, keybind remapping, persistent settings) and an async **Loading Screen** system with progress tracking and smooth scene transitions.
 - Profiled and refactored the **game initialization sequence**, reducing startup time via lazy loading and main-thread unblocking.

Gameplay Developer

On-site

Gameshastra Pvt. Ltd.

October 2020 – July 2024

- **Vineyard Valley** (Match-3 / Renovation, Mobile — Jam City) — Built the hotel **furniture customization UI** and **save/load persistence layer** for room state; implemented a **ScriptableObject-driven furniture data architecture** enabling content team to add and iterate on items without code changes. Also created the **Monthly Events system**.
- **Song Beat** (Rhythm, Mobile) — Replaced a fragile switch-case REST API handler with a **reflection and dictionary-based dispatch system**, allowing new response types to be registered with zero boilerplate. Implemented a **parameter-aware offline caching layer** that intercepts API requests, stores responses locally, and serves cached data when offline — keeping the game fully playable without a network connection.
- **DesiBeats** (Rhythm, Mobile — Hungama Game Studio) — **Lead Developer**. Architected the game framework, WebSocket-based live beat-sync pipeline, config system (beat maps, difficulty, UI theming), and core gameplay loop from scratch.
- **Champions Ascension** (Arena RPG, PC/NFT — Gameshastra) — Built mini-games hosted inside the social tavern hub, serving as the primary live content for the game's earliest players and

NFT holders during pre-Alpha Slice of Massina events.

Web Developer

Webonise Labs

On-site

March 2016 – August 2019

- **Sony Atlas** (Music Analytics Platform — Sony Music Entertainment) — Solo developer. Built a **CSV import pipeline** with schema validation, data transformation, and error reporting for large-scale music data ingestion. Fixed data quality issues in client-supplied R Script / PHP-generated files (incorrect types, mismatched columns). Integrated **Google reCAPTCHA**. Built on Symfony 3.
- **Horse Betting System** (drf.com) — Built the news feed page and section within a team of 300, coordinating across sub-teams to integrate REST API data into a ReactJS frontend.
- **Medicine Comparison & Suggestion System** (Nestlé) — Built a recommendation engine integrating a Golang backend with a JavaScript frontend in a team of 5.

Open Source Projects

- **DataSmith** — ORM framework for Unity3D. Handles code generation, data layer abstraction, and editor tooling. github.com/arijeetbaruah/DataSmith
- **Maths Engine** — Unity plugin enabling designers to configure mathematical formulas visually using ScriptableObjects and Prefabs, evaluated at runtime without hardcoded values. github.com/arijeetbaruah/MathsEngine

Skills

- **Game Engines:** Unity3D (primary), Unreal Engine, Game Maker 8, Custom C++ / SFML
- **Languages:** C# (expert), C++ (proficient), GML, GoLang, PHP, Java, JavaScript, SQL
- **Gameplay:** Combat systems, AI / FSM, physics, procedural tools, rhythm / timing mechanics, RPG progression, inventory systems
- **Tooling:** Unity Editor extensions, ScriptableObject pipelines, data-driven design, Google Sheets integration, localization tooling
- **Integrations:** Steamworks SDK, FMOD Studio, WebSockets, REST APIs, Google reCAPTCHA
- **Web:** ReactJS, Symfony 3, GoLang backend, PHP, R Script
- **Other:** Git, Docker, PostgreSQL, MySQL, SQLite, Blender (basic), Photoshop

Education

Postgraduate Degree, Computer Game Development

Newcastle Upon Tyne, UK

Newcastle University July 2019 – June 2020 Courses: Engine Development, Game Mathematics, C++, OpenGL

Bachelor of Engineering, Computer Engineering

Pune, India

Bharati Vidyapeeth July 2013 – June 2017 Courses: Operating Systems, Data Structures, Networking, Databases

Languages

English: Professional Proficiency Assamese: Native Hindi: Native/Fluent