

GUFRAAN ANSARI

C# PROGRAMMER

[LinkedIn](#)[GitHub](#)

Dedicated and detail-oriented Developer with 2 years of experience in C# and .NET development. Skilled in writing clean and reliable backend logic, integrating simple APIs to support application features. Comfortable with problem-solving, debugging, and collaborating in team environments to build stable software.

SKILLS

- C#, Unity, ASP.NET(Basic)
- REST API(Basic integration using C#)
- Data Structures & Algorithms Design
- Patterns
- Git, SVN
- Problem Solving

CONTACT

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EDUCATION

2020 - 2023

AIMS PUNE

- Master's in Computer Applications
- CGPA - 9.61

2016 - 2019

AKI POONA COLLEGE

- Bachelors in Computer Applications
- Percentage - 65.13%

PERSONAL PROJECTS

- Space Shooter : [GitHub](#)
- 3D Dungeon Game : [GitHub](#)
- Farm barn : [GitHub](#)

WORK EXPERIENCE

Gamezeniq aka Destiny Interactives

NOV 2024 - Present

Airplane Simulator : [Game Link](#)

- Handled backend mechanics for jet mode including controls, crash detection, and AI movement.
- Connected in-game systems with backend logic using simple HTTP APIs.
- Supported versioning for mobile and Firestick deployment.
- Contributed to gameplay debugging and team testing sessions.

8 Ball Pool Game

- Built a smart AI engine using ASP.NET MVC architecture.
- Developed a smart and adaptive AI system to make gameplay more challenging.
- Implemented decision-making algorithms for AI to simulate realistic player-like behavior.

BluBoy Entertainment

OCT 2023 - JUNE 2024

Rang Barse: [Game Link](#) Fruit Mandi: [Game Link](#)

- Wrote backend logic for game features like life system, user scoring, and progress tracking.
- Helped connect Unity with server-side logic using simple REST API calls in C#.
- Integrated small APIs for in-app purchases and user rewards.
- Focused on improving gameplay performance and backend structure.
- Built features for monetization (in-app purchases) and user management modules.
- Implemented role-based access and optimized middleware logic for smooth user experiences.
- Integrated third-party SDKs securely using MVC's modular architecture.

Other Implementations:

- Created a feature for users to buy lives with real money, ensuring smooth communication between **Android and Unity**.
- Assisted in integrating an **Anti-Cheat toolkit** to improve security and prevent hacking.

Hungama Gameshastra

SEPT 2022 - JULY 2023

Spin N Roll : [Game Link](#)

- Refactored core components into MVC pattern to separate concerns and simplify testing.
- Worked on bug fixes and feature improvements for match-3 levels and game sessions.
- Assisted with API-based features like syncing user data and rewards.
- Helped test and debug backend logic across different devices.

Outscal

SEPT 2021 - JULY 2022

Battle Tank 3D: [Github](#) The Explorer: [Github](#)

- Created backend systems for gameplay events like achievements, health, and scores.
- Used C# to build logic for object pooling and UI systems.
- Learned and worked on basic API calls to send and receive player data.
- Followed design patterns and wrote reusable code for different features.