

# TANMAY GUPTA

## Creative Technologist

+91 9769759675 @ tsx5000@gmail.com <https://linkedin.com/in/tanmaygupte>

### SUMMARY

Creative technology leader with 10+ years of experience designing and delivering large-scale interactive systems, games, and immersive digital products.

Experienced in leading cross-functional teams across engineering, design, art, backend, and production to ship complex products from concept to launch. Strong background in systems architecture, multiplayer infrastructure, real-time interactive platforms, and XR experiences.

Proven ability to bridge technical execution, product strategy, and creative direction to deliver scalable and high-impact experiences for global brands and consumer platforms.

### EXPERIENCE

#### Head of Creative Technology

##### Ronin Labs

10/2023 - Present Pune District

Lead delivery of **interactive products across games, XR, and marketing technology**, aligning architecture, product strategy, and cross-functional execution.

- Directed engineering, backend, and design teams to ship complex interactive products from concept to launch.
- Owned roadmaps, sprint planning, and delivery strategy across multiple initiatives.
- Built marketing tech platforms including Meta Ads analytics tools for WhatsApp marketing, an Instagram creator marketplace, and social media automation systems.
- Delivered experiences across Web, Mobile, AR/VR, Spatial Computing, AI, and IoT.
- Architected real-time and multiplayer systems ensuring scalable performance.
- Led development of **Mixology XR**, a mixed reality experience that teaches cocktail-making through immersive spatial interactions.

#### Principal Engineer

##### Hypernova Interactive

10/2021 - 09/2023 Bengaluru, India

Led engineering architecture for an India-themed open-world mobile game.

- Architected core game framework for multi-platform support (Android, iOS, PC, PlayStation).
- Designed foundational systems including Quest Framework, Weapons & Combat Systems, Asset Streaming Pipelines, Performance Optimization Layers.
- Managed engineering teams and coordinated development across design, art, and production teams.
- Defined coding standards, architecture patterns, and system scalability strategies.

#### Full Stack Engineer

##### Mrkt365 Corp.

07/2018 - 07/2021 Pune, India

Developed an AI-assisted marketing intelligence and workforce analytics platform.

- Built scalable backend systems using Python (Django).
- Developed frontend applications using Angular, TypeScript, JavaScript.
- Integrated 20+ marketing and analytics APIs including Google Ads, Meta Ads, LinkedIn, and Google Analytics.
- Designed an SEO scanning engine to analyze websites and generate optimization insights.
- Built data aggregation pipelines for marketing analytics dashboards.

#### Game Developer

##### Hypernova Interactive

09/2016 - 09/2018 Bengaluru, India

Worked on multiplayer e-sports titles and mobile games using Unity.

- Developed real-time multiplayer systems.
- Built gameplay systems and AI logic.
- Created Unity Editor tools and automation extensions.

### SKILLS

#### Languages

C#, Python, Typescript, JavaScript

#### Frameworks

Unity, Node.js, Three.js

#### Technical Skills

Game Systems Architecture, Multiplayer & Real-Time Systems, AI-driven Interactive Systems, XR / AR / Spatial Experiences, WebGL & Interactive Web

#### Project Management

Team Leadership, Scrum, Sprint Management, Cross-Functional Product Delivery, Source Control

#### Other Skills

Game Design, Product Management, Generative AI

### EDUCATION

Master of Computer Applications (MCA), Computer Programming

#### SRM University

01/2011 - 12/2014

Bachelor of Science (B.Sc.), Information Technology

#### R.D . National College

01/2008 - 12/2011

### LANGUAGES

#### English

Proficient



#### Hindi

Advanced



#### Marathi

Advanced



## EXPERIENCE

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### Lead Game Developer

#### Resurrection Games

📅 10/2015 - 05/2017 📍 Mumbai, India

Developed multiple casual games and managed the full production cycle including gameplay programming, monetization systems, and publishing.

- Got greenlit on Steam within 10 days for our benchmark game 'E-Sports Tycoon'.
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### Game Developer

#### Gamezop

📅 03/2016 - 09/2016 📍 Delhi, India

Led development of **30+ HTML5 games** and helped establish the entire game development pipeline.

- Helped to setup up the entire game development pipeline including development environment, test environments, build automations, multiple deployment targets, analytics and compressions.
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### Game Developer

#### FITH Media Pvt. Ltd & JetSynthesys Pvt. Ltd.

📅 12/2013 - 09/2015 📍 Pune Division

Developed celebrity-themed 3D games in Unity. Contributed to mobile gaming platform with OTA mini-games. Created a turn-based multiplayer card game: client in Adobe AIR with Starling, server in SmartFoxServer with Java plugins.