

Rohit Punjabi

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PROFESSIONAL SUMMARY

Product-minded software engineer with an M.S. in Computer Science, targeting Associate Product Manager roles. Shipped player-facing features and internal products across 7 live releases at a live-service game studio, working with design, art, QA and engineering. Defined the engagement KPIs that guided the roadmap, ran user interviews and usability tests that lifted team productivity by 80%, and built a self-serve analytics dashboard that cut bug investigation time by 70%. Technical enough to prototype in SQL, Python and React, and uses AI tools such as Claude to move from idea to working prototype quickly.

SKILLS

Product: User Research, User Interviews, Usability Testing, Requirements Gathering, Backlog Prioritization, Product Launch and Iteration, Cross-functional Collaboration, Agile, Scrum

Data and Experimentation: KPI Definition, Funnel and Retention Analysis, Dashboards, A/B Testing, SQL, Python (Pandas), Excel

Technical: React, TypeScript, C++, REST APIs, MongoDB, AWS S3, Unreal Engine 5.3, Unity

Tools: Jira, Confluence, Figma, Miro, Git, Perforce

AI: Claude for AI-assisted prototyping, development and analysis

WORK EXPERIENCE

Software Engineer | Shrapnel (live-service game studio) | Seattle, WA, USA | Feb 2024 to Sep 2024

- Product decisions for early access had no player data behind them, so I scoped and built a telemetry system from scratch and defined the core KPIs (retention, session length, engagement funnels) that guided roadmap priorities across 7 live releases.
- Product, design and QA teams relied on engineers to answer questions about bugs and player behavior, so I led an internal analytics dashboard that let them self-serve live data, adopted by all three teams and cutting bug investigation time by 70%.
- Tasked with lifting player engagement, owned the social feature set (friend requests and team play) from build through launch to live players.
- To give players more personalization, delivered a weapon skin customization system across 4 gun types designed for regular content updates.
- Coordinated feature delivery with 5+ cross-functional teams, including design, art, gameplay, backend and QA, in an Agile environment across 7 early access releases.

Tools Software Engineer | Shrapnel (live-service game studio) | Seattle, WA, USA | Aug 2023 to Feb 2024

- To find out why internal tools were slowing the team down, ran interviews and usability tests with designers, artists and power users, then prioritized and shipped the fixes iteratively, raising team productivity by 80% and preventing data loss.
- Content review ran through a fragmented multi-step process, so I redesigned it into a 2-step flow and shipped a web-based moderation tool for senior reviewers.
- Led a UI/UX refresh that aligned the tool with the game's visual language and added project management views, based directly on user feedback.
- When a critical defect was undermining trust in the tool, triaged the root cause and shipped a fix that reduced crashes by 30%.

PROJECTS

Product Sales and Demand Forecasting Dashboard | Python, Streamlit, Plotly, Claude | Jun 2026

- Business users tracked sales across 50+ inconsistent Excel files with no way to forecast demand, so I scoped and built a no-code app that consolidates 3,600+ product records into sales, inventory and demand views.
- Turned Holt-Winters forecasts into decisions users can act on (stockout alerts, safety stock, reorder points) and shipped it as a standalone app so non-technical users can self-serve.
- Used Claude throughout to prototype, build and debug, taking the project from idea to working product quickly.

EDUCATION

Master of Science in Computer Science | DigiPen Institute of Technology, Redmond, WA, USA | 2021 to 2023

Bachelor of Engineering in Information Technology | Thadomal Shahani Engineering College, Mumbai | 2017 to 2021

CERTIFICATIONS

IBM (2026): Databases and SQL for Data Science with Python | Data Analysis with Python | Data Visualization with Python | Python for Data Science, AI and Development