

# Amritanshu Kumar

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## Professional Summary

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Game Developer with 4+ years in Unity and Unreal engines, creating high-performance games with over 1M downloads. Proficient in game architecture, AI development, and procedural generation, with achievements in enhancing player engagement and halving development timelines through automation and efficient workflows.

## Notable Achievements

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- Led a game optimization initiative at DeftSoft, decreasing load times by **20%**, enhancing user satisfaction and retention.
- Recognized as a Top Contributor at DeftSoft for introducing automated testing, reducing bug frequency by **30%**.

## Professional Experience

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### DeftSoft

Game Developer

Mohali, Punjab

Feb 2023 – Oct 2024

- Improved game stability using test-driven development, increasing user ratings by **1.5 stars**.
- Enhanced player engagement in an infinite runner game by implementing event-driven mechanics and improving UI/UX, leading to a **30%** increase.
- Reduced level design time by **40%** through procedural generation and modular components.
- Led development of multiplayer features with custom networking solutions, enhancing cooperative and competitive gameplay.
- Resolved a critical performance bottleneck by optimizing rendering pipelines, resulting in a **25%** increase in frame rates on low-end devices.
- Mentored a team of 3 junior developers, providing guidance on best coding practices and workflows.

### CodeSculpt Labs

Game Developer

Remote, India

Jun 2020 – Feb 2023

- Delivered over **20** cross-platform game projects, specializing in performance tuning.
- Developed and published Unity Editor tools that automated processes, notably reducing development time by **50%**.
- Boosted player retention by **35%** by designing adaptive AI and procedural systems.
- Implemented profiling techniques to fix memory leaks, improving application stability.
- Coordinated with cross-functional teams to deliver features on time, contributing to a **15%** reduction in development cycles.

## Selected Projects

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### Alnahsha Run (Unity):

- Managed game mechanics and adaptive AI, achieving over **1 million** downloads and a **4.6-star** rating on Google Play.
- Received positive feedback for culturally relevant gameplay, enhancing user engagement in target demographics.

### Cross-Platform UIManager Module (Unity):

- Streamlined UI development by **80%** with modular components; published on Unity Asset Store.

- Adopted by over **500** developers worldwide, contributing to improved UI workflows in multiple projects.

#### **AI Metahuman NPC (Unreal):**

- Designed AI-driven metahuman NPC with real-time, context-aware responses, enhancing gameplay.
- Implemented advanced AI algorithms for natural language processing, improving NPC interaction realism.

#### **Rocket Simulation (Unreal):**

- Developed rocket simulation with physics-based wind dynamics and frame-by-frame replay.
- Adopted by institutions to simulate landing scenarios with 75% accuracy, providing realistic training for physics and aerodynamics.

## **Technical Skills**

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- **Core Skills:** Game Architecture, AI Development, Procedural Generation, Cross-Platform Optimization, Performance Tuning, Multiplayer, Shader Programming
- **Programming Languages:** C# (Advanced), C++ (Intermediate), C
- **Game Engines:** Unity (Advanced), Unreal Engine (Intermediate)
- **Development Practices:** Component-Based Design, Event-Driven Programming, Test-Driven Development (TDD)
- **Tools:** Visual Studio, Git, Shader Graph

## **Certifications**

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- Unity Certified Programmer
- Game Design and Development with Unreal Engine Specialization

## **Education**

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**Lovely Professional University**  
*Bachelor of Computer Application*

**Punjab, India**  
*Sep 2020 – Jun 2023*