Amritanshu Kumar — Unity Game Developer

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in amritanshu-kumar-
Expertise in Unity Tool Development & Game Mechanics Optimization

Technical Skills

Languages: C#, Python, C++, C

Game Development: Advanced Unity, Unreal Engine basics, Photon Networking, AR/VR

Tools & Technologies: Visual Studio, Git, Adobe Illustrator, Shader Programming, AI in games

Specialized Knowledge: Custom Unity Tool Development, Game Performance Optimization, Procedural Content Generation

Professional Experience

DeftSoft   **Mohali, Punjab**
Unity Game Developer   *Feb 2023 – Present*

- Led the development of a Unity-based Infinite Runner game, enhancing player engagement by 30% through innovative gameplay mechanics.
- Crafted realistic game environments using Unreal Engine, achieving a 25% improvement in visual fidelity and performance.
- Pioneered the design and implementation of intuitive UI/UX, resulting in a 20% increase in user satisfaction scores.
- Utilized procedural generation techniques to create levels procedurally, reducing development time by 40%.
- Spearheaded comprehensive testing and refinement processes, incorporating player feedback to boost game ratings by an average of 1.5 stars.

Professional Projects

Twisco Run, Finger Royale, Recurve28: Directed the development of these key titles, each achieving over 100 downloads, focusing on engaging gameplay and intuitive controls, resulting in a 40% increase in user retention.

Authentication and Notification Modules: Designed and implemented modules for streamlined integration, enhancing user experience and reducing development timelines by 70%.

Enhanced UIManager Module: Led the overhaul and expansion of the tool, providing advanced UI management capabilities, resulting in a 80% reduction in UI development time for complex interfaces.

Personal Projects

Unity Development Tools

UIManager Tool: Crafted an advanced utility for managing UI elements across projects, supporting automatic adjustments and promoting reusable UI components, leading to a 25% increase in UI development efficiency.

Comprehensive Event System: Leveraged ScriptableObjects to decouple game event management, reducing dependencies by 40% and easing gameplay iteration.

Advanced Material Generator: Devised a tool for programmatically creating and assigning materials with custom shaders, enhancing visual consistency and design flexibility, and reducing material setup time by 30%.

Automated Scene Setup Scripts: Introduced scripts for initial project configuration, mitigating manual setup time by 50% and errors, ensuring a standardized foundation for all projects.

Unity Project Setup Tool Integration: Merged these tools into a robust utility that automates project initialization, folder structure setup, and common asset preparation, establishing a solid starting point for new projects and reducing initial setup time by 60%.

Key Projects

Horror Game (**Unity**): Developed a horror game leveraging Unity's physics and AI systems to create an immersive experience, featuring over 10 complex enemy behaviors and atmospheric design that led to a 3/5 rating on the discord platform.

Unity Development Tools: Designed and implemented a suite of development tools within Unity, including the UIManager, Material Generator, and Automated Scene Setup, culminating in the comprehensive Project Setup Tool, which has been adopted by over 20 developers for streamlining their workflow.

Education

Lovely Professional University   **CGPA: 8.21**
Bachelor of Computer Application   *2020–2023*

Certifications

Unity Certified Programmer:

Game Design and Development with Unity 2020 Specialization: