

# Ajith Kumar K K

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[Linkedin](#) | [Portfolio](#)

## Executive Summary

Experienced and results-driven Game Developer with a strong background in designing and developing gameplay systems for iOS and Android platforms. Skilled in writing clean, efficient, and maintainable code while collaborating closely with cross-functional teams including art, design, production, and QA. Proven ability to architect technical designs, identify and mitigate risks, and support production scheduling to ensure timely and successful project delivery. Passionate about contributing technical insight to the game design process and committed to delivering high-quality, engaging player experiences.

## Experience

<b>Unity Developer</b> , Sector4 Interactive – Kochi, Kerala	Feb 2024 – Present
<ul style="list-style-type: none"><li>Designed and developed engaging mobile game using unity 2d and C# .</li><li>Collaborated with artists and designers to create visually appealing game assets and user interface .</li><li>Implemented game mechanics and features to enhance user experience .</li><li>Implemented Unity IAP and in-app review systems, boosting monetization and user feedback .</li><li>Engineered persistent player progress using PlayerPrefs, ensuring seamless experiences across game sessions and scenes .</li><li>Created and maintained technical documentation for game development process .</li><li>Conducted thorough testing and debugging to ensure high quality game performance .</li></ul>	
<b>Junior Data Analyst</b> , StratAgile pvt ltd – Kochi, Kerala	Dec 2020 – Oct 2023
<ul style="list-style-type: none"><li>Extracted and interpreted data patterns to translate findings into actionable outcomes .</li><li>Worked with business intelligence software and various reports to glean insights into trends and prospects .</li><li>Identified, analyzed and interpreted trends or patterns in complex data sets .</li><li>Used statistical methods to analyze data and generate useful business reports .</li></ul>	

## Education

<b>Rajadhani Institute of Science and Technology</b> , APJ Abdul Kalam Technological University	Aug 2016 – Aug 2020
<ul style="list-style-type: none"><li>GPA: 7.58/10.0</li><li><b>Coursework:</b> Bachelor of Technology Computer Science and Engineering</li></ul>	

## Skills

- Proficient in Unity game engine for 2D and 3D game development
- Game physics and mechanics implementation
- Version control with git and SVN
- Cross-platform game development
- Strong problem-solving and debugging skills
- Adaptability to new technologies and workflows

## Programming Language

- C#
- SQL Server
- Python
- C & C++

## Projects

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### Puzzle Odyssey

Google Play

Puzzle Odyssey is an immersive word puzzle game that blends challenging gameplay with stunning visuals and relaxing soundscapes. Test your vocabulary, sharpen your mind, and unwind as you swipe through hidden words across beautiful landscapes. Perfect for puzzle lovers looking for a fun and educational escape.

- Implemented Unity In-app purchase (Both iOS and Android)
- Used Line Renderer for making words from letters using collider
- Integrated in-app reviews (Both iOS and Android)

### Superdash - No Wifi Games

Google Play

Creator of Superdash Offline: Designed and developed this hyper-casual mobile game independently, featuring vibrant visuals and intuitive swipe mechanics.

- Engaging Gameplay: Built merge-and-match mechanics using Collider2D for seamless interactions.
- Challenging Levels: Designed time-based puzzles with increasing difficulty to keep players engaged.
- Offline Access: Ensured playability without internet.
- Replayability: Added a star rating system to reward performance and enhance player retention.

### Tetris (2D Platform Puzzle)

itch.io

Built and released a Tetris game with Unity. Created the essential game features like moving blocks, rotation, Scene management and scoring.

- Audio Management for controlling the background music.
- PlayerPrefs for updating highscore.

### Rogue Runner (2D RPG)

itch.io

Developed a 2D RPG game focused on avoiding obstacles and collecting coins using Unity game engine. The game aimed to provide an engaging player experience through strategic design and user-friendly mechanics.

- Integrated sprite animations to enhance visual appeal.
- Utilized Unity's Rigidbody2D physics for responsive and realistic character movement.

### Joy Runner 3D (Endless 3D Runner)

itch.io

Developed "Endless Road Runner," an engaging and dynamic endless runner game that challenges players to navigate through an ever-changing road, dodge obstacles, and collect coins.

- Created an endlessly generated road for players to navigate.
- Designed and programmed obstacle challenges to test players' reflexes.