

Ajith Kumar K K

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Executive Summary

Unity Developer with 2 years of experience building and publishing mobile games using Unity3D and C#. Skilled in gameplay systems, UI/UX implementation, performance optimization, and integrating monetization features like IAP, Ads, and in-app reviews. Experienced in cross-platform development and collaborating with product/design teams to take features from prototype to production. Passionate about building scalable, high-quality game experiences with clean, maintainable code and strong ownership mindset.

Experience

Unity Developer, Sector4 Interactive – Kerala, India Feb 2024 – Present

- Develop, test, and deploy 2D, 3D, and casual mobile games using Unity and C#.
- Implement engaging gameplay mechanics, level systems, and player feedback loops to enhance user experience.
- Integrate Unity IAP, ads, and in-app review systems, improving monetization and user engagement.
- Manage player data and progress using PlayerPrefs and JSON serialization for persistent gameplay.
- Optimize performance, asset usage, and memory for smooth mobile experiences across devices.
- Collaborate with artists and designers to build cohesive and visually appealing UI/UX systems.
- Conduct testing, debugging, and build pipeline management for Android, iOS, and PC platforms.
- Maintain technical documentation and follow clean, reusable coding practices.
- Contributed to Educational Escape Room Experience, integrating Unity with Arduino hardware for real-world puzzle interactions and door control systems.

Junior Dotnet Developer, StratAgile pvt ltd – Kochi, Kerala Nov 2022 – Oct 2023

- Build web, desktop, or API-based applications.
- Write clean, efficient code using C# (primary language).
- Work with front-end technologies like HTML, CSS, JavaScript, and frameworks such as React.
- Design and manage databases using SQL Server and other databases.
- Write queries, stored procedures, and optimize database performance.

Junior Data Analyst, StratAgile pvt ltd – Kochi, Kerala Dec 2020 – Nov 2022

- Extracted and interpreted data patterns to translate findings into actionable outcomes .
- Worked with business intelligence software and various reports to glean insights into trends and prospects .
- Identified, analyzed and interpreted trends or patterns in complex data sets .
- Used statistical methods to analyze data and generate useful business reports .

Education

Rajadhani Institute of Science and Technology , APJ Abdul Kalam Technological University Aug 2016 – Aug 2020

- GPA: 7.58/10.0
- **Coursework:** Bachelor of Technology Computer Science and Engineering

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

Game Engines & IDE

- Unity
- Unreal Engine
- Aseprite

Projects

Escape Room

An immersive educational puzzle game that combines digital interactions with physical hardware control. Players solve interconnected puzzles about hydroponics and plant science while experiencing real-world feedback through automated door controls.

- Custom word-ordering system with sprite-based UI
- Serial port communication for physical door control
- Hardware Integration

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.