Aniket Kumar

Game Developer | Noida, India

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PROFESSIONAL SUMMARY

Unity Game Developer experienced in C#, gameplay mechanics, prototyping, and building polished 2D/3D games through indie projects and game jams.

TECHNICAL SKILLS

Game Engine: Unity (2D & 3D)
Core Skills: Gameplay Programming, Mechanics Design, Level Design, Physics Systems, Player Controls, UI Systems, Optimization
Tools: Git, Unity Asset Store, Debugging, Version Control, Game Jam Workflow
Languages: C#, C, C++, Python

PROJECTS

Type and Defend – Typing Defense Game
Unity, C#

2025
Typing Defense

- Built a typing-based defense game where players destroy enemy waves by typing words accurately.
- Implemented enemy waves, tower health, scoring, and difficulty scaling across 12 levels.
- Added upgrade mechanics including Time Freeze and Double Bullet power-ups.
- Play Game

The Ball – 3D Maze Puzzle
Unity, C#

2024
Puzzle Game

- Built a 3D maze puzzle game where players navigate complex levels while collecting coins within a time limit.
- Implemented physics-based ball movement and collision systems requiring precise control and navigation.
- Designed penalty mechanics and level progression systems to increase challenge and player engagement.
- Play Game

ShiftWalker – Platformer Puzzle
Unity, C#

2024
2D Platformer

- Developed a 2D platformer puzzle game using a parallel world shifting mechanic to solve environment-based challenges.
- Implemented dynamic environment and object behavior changes across worlds to enable puzzle solving.
- Designed level progression focused on mechanic exploration and increasing puzzle complexity.
- Play Game

EDUCATION

LNMI, Patna
Bachelor of Computer Applications (BCA)

Patna, India
Aug 2023 – Present

ACTIVITIES & GAME JAMS

AI Game Dev Bootcamp – Spawnskool: Used AI tools like ChatGPT and asset generators to accelerate prototyping and creativity in game development.

Racing Game AI Webinar – Spawnskool: Learned implementation of Unity Standard Car Controller and path-based AI systems.

Brackeys Game Jam 2025.1: Built a playable prototype within strict time constraints.

GameEon Studios Unity Jam 2024: Participated with focus on mechanics and gameplay polish.

Infinity Game Jam – Nikhil Malankar: Designed a mechanic-driven gameplay prototype.