

Jishan

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[Github](#)

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[Portfolio](#)

Summary :

Experienced Unity Game Developer with 3+ years in building immersive 3D, VR, and PC games. Expert in C#, Unity, and gameplay architecture using MVC and Singleton patterns. Skilled in performance optimization, AI, and UI/UX design. Passionate about crafting engaging, high-quality player experiences and staying ahead with the latest game development trends and technologies.

Skills :

- Programming Languages : C++, C# (Intermediate).
- Game Engines : Unity.
- Version Control : Git, Plastic SCM.
- Programming Design Patterns : MVC, Singleton, Observer, State, scriptable Object and Object Pool.
- Optimization : Environment, Lighting, Ambient Occlusion, Occlusion Culling, Low Poly Model.
- 3D Work : Fbx File, Meshes, Materials, Textures, URP, HDRP.
- Physics : IK, Joints, Articulations, Ragdoll.
- Animation : Mecanim, State Machine, Transition, Animator.
- Fx : Shader Graphs, Particle System.
- VR : Hurricane VR, Multiplayer kit for HVR, Auto Hand, Oculus SDK.
- Code : Events & Delegates, Addressable Remote.
- Platform : WebGL, PC, Android, VR
- Extra : PlayerPerfs, Cinemachine, Character Controller - Opsive, Terrain, New Input System, Video Player, Mini-Map.

Education :

- **Full Stack Game Development** - Outscal, Delhi, (Nov 2021 - present)
 - Enrolled in an intensive and comprehensive Full Stack Game Development program, gaining hands-on experience in various aspects of game development.
 - Acquiring in-depth knowledge of Unity, C#, and best practices in game design and programming.
- **Senior Secondary NIOS** - Noida, Uttar Pradesh
 - Successfully completed the Senior Secondary education, laying the foundation for further academic and professional pursuits.

Experience:

Metaspace Technologies Private Limited | Game Developer

(Dec 2022 - present)

- Developed engaging 3D & VR Unity Projects with a focus on optimization.
- Implemented Non-Player Characters (NPC) using state patterns for realistic in-game behavior.
- Designed and developed a user-friendly Game UI Interface to enhance player experience.
- Successfully handled bug fixing and loadout tasks to ensure smooth gameplay and performance.

Outscal Technologies Inc, SanFrancisco, CA | Full-Stack Game-Developer

(Nov 2021 - Nov 2022)

- Developed engaging 3D & VR Unity Projects with a focus on optimization.
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Key Achievements:

- Developed and launched a feature-rich mobile game; soft-launched the beta version on the Play Store, gathering early user feedback and performance insights.
- Built and optimized game projects for Android and VR, achieving a 40% performance boost using light baking, asset compression, and occlusion culling.
- Led development of the story mode for a mobile game, including mission logic, level progression, and interactive cutscenes.
- Implemented an in-game mini-map GPS system, improving player orientation with an optimized, low-overhead solution.
- Identified and resolved 100+ gameplay and performance bugs, enhancing beta stability and polish.
- Built an open-source VR simulator for physics education, enabling interactive virtual experiments aligned with academic goals.
- Integrated external APIs for rewards, player data, and cloud syncing to enhance gameplay depth.
- Created a dynamic weather system in collaboration with artists, enriching environmental storytelling.
- Applied software design patterns such as MVC, State Machine, and Object Pooling to create scalable and maintainable game architecture.

Projects :

- **Make your own way** (Unity Engine/C#/2D) : ([Video](#)) ([Play](#))
 - Implemented Inheritance and generic object pool.
 - Created Responsive UI for in-Game Menu and Lobby Screen, collectables items, score system, and Particle Effects.
- **HappyBall** (Unity/C#/2D) : ([Github](#)) ([Video](#)) ([Play](#))
 - Implementation of 2D line renderer.
 - Implementation of line Collider, Rigidbody.
 - Responsive UI for in-Game Menu and Lobby Screen, collectibles items, score system, and Particle Effects
- **Battle Tank 3D** (Unity Engine/C#/3D) : ([Github](#)) ([Video](#)) ([Play](#))
 - Utilized MVC architecture for the player tank, enemy tank, and bullets.
 - Implemented generic singleton class and object pool.
 - Used Scriptable objects for various tank types and observer design patterns for achievements.
 - Implemented state design patterns for enemy tank states.
 - Developed AI for enemy tanks.
- **Clash Royale Chest System** (Unity Engine/C#/2D) : ([Github](#))
 - Utilized Singleton, MVC & State Machine patterns.
 - Implemented Scriptable Objects for various chest types with randomly generated rewards.
 - Created Responsive UI for in-Game Menus, Popup Screens, Chest Slots, score system, and Buttons.
- **HappyGlass** (Unity Engine/C#/2D) : ([Github](#))
 - Implemented 2D line renderer, line Collider, and Rigidbody.
 - Developed Responsive UI for in-Game Menu and Lobby Screen, collectables items, score system, and Particle Effects.