

# KRISHAN KUMAR VERMA

## Senior Unity Developer

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## PROFESSIONAL SUMMARY

Senior Unity Developer with 5+ years of experience and a strong foundation in MVP architecture, C#, and Unity3D. Proven track record in developing diverse applications, ranging from enterprise slot games to AR experiences and multiplayer prototypes using Photon PUN2. Experienced in maintaining code quality, utilizing Jenkins for build management/debugging, and coordinating with cross-functional teams to deliver bug-free releases.

## PROFESSIONAL EXPERIENCE

### ARISTOCRAT GAMING

10/2024 – Present | Noida, India

#### Senior Unity Developer

- Worked as frontend developer in multiple slot games and fixed critical bugs for the timely delivery of the application.
- Implemented critical animation and audio sync logic by coordinating closely with Technical Artists, integrating animation triggers and managing Unity State Machines.
- Developed various scalable C# gameplay systems using the Model-View-Presenter (MVP) architectural pattern.
- Owning end-to-end data integration and state synchronization, including complex JSON deserialization across all Model, View, and Presenter components.
- Streamlined CI/CD and Version Control utilizing Jenkins for build management (troubleshooting and initiating builds) and GitHub with SourceTree for collaborative version control and code integrity.
- Practiced Agile Development by managing development tasks, bug fixes, and change requests via Jira, effectively communicating progress and scope.
- Facilitated cross-functional team success by coordinating daily with other Frontend Developers, Technical Artists, and Backend Engineers to translate complex design requirements into high-performance user experiences.

### DIGITAL JALEBI INTERACTIVE LABS

09/2023 – 10/2024 | Noida, India

#### Unity Developer

- Developed immersive interactive software and games for Museum touch screens, focusing on user engagement, historical content delivery, and fluid touch interactions.
- Engineered the "Virtual Zoo" AR application using Unity AR Foundation, implementing realistic animations and optimizing performance across diverse Android devices.
- Built the "Space Quiz" educational application, creating a dynamic system that loads content via JSON to ensure rapid data retrieval and seamless navigation.
- Collaborated with design teams to translate creative concepts into functional interactive exhibits.

**Assistant Software Engineer**

- Contributed to the full software development lifecycle for diverse applications, focusing on optimization and object-oriented programming in C#.
- Recognized with the "On the Spot Award" for excellence in delivery and the "Special Initiative Award" for proactive problem-solving.
- Maintained high code quality standards while managing user sessions and UI implementation for enterprise-level applications.

 **EDUCATION****Bachelor of Computer Applications (BCA)**

2017 – 2020

**Lingayas University**

First Position Holder &amp; Scholarship Recipient

 **TECHNICAL SKILLS****Architecture:** Model-View-Presenter (MVP), MVC, Singleton, State Machines, OOP**Languages:** C, C++, C#, Python ,HTML, CSS**Game Engine:** Unity3D (2D/3D), Unity UI, Physics System, Animation System**Version Control & CI/CD:** Git, GitHub, SourceTree, Jenkins**Tools & Methodologies:** Jira (Agile/Scrum), JSON**SDKs & Plugins:** Photon PUN2 (Multiplayer), AR Foundation, Unity Ads, IronSource **KEY PROJECTS****NFL Super Bowl Slots**

- Led frontend Unity development for this major NFL-licensed social casino title.
- Architected the game using the MVP pattern in C#, managing complex state synchronization, JSON data parsing, and audio/visual integration.
- Streamlined CI/CD pipelines (Jenkins) and collaborated with cross-functional teams to deliver a polished, bug-free release.

**Firefly (2D Side-Scroller)**

- Solely developed and released a 2D side-scroller on the Play Store using Unity 3D and C#.
- Focused on responsive controls, seamless animation blending, and performance optimization for mobile devices.

 **Certificates**

- Complete C# Scripting for Unity Game Development
- FPS Multiplayer Game with Photon Pun2 and Unity3d
- Git In Unity, GitHub and Source Tree