

# KURAL VARMAN A V B

## Game Developer

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## SUMMARY

Game Developer with over 2.5 years of experience in building and publishing cross-platform games using Unity. I excel in creating engaging games that meet client requirements, utilize responsive UIs, and optimize performance across diverse devices. My expertise extends to implementing game physics, player mechanics, debugging options for testing, and performance optimization, continuously learning new tools and technologies to push creative boundaries.

## EXPERIENCE

### Unity Developer

#### Revolution Games Private Limited

📅 11/2022 - 05/2025    📍 Chennai, India

- Contributed to full-cycle game projects, improving game mechanics, UI/UX, and overall gameplay experience
- Played a key role in pre-release testing, identifying bugs and ensuring stable builds release
- Implemented core concept and reusable C# components to increase development efficiency and reduce redundancy across project
- Worked on creating, adding features and fixing issues for 40% of games in company website
- Collaborated with other teams for integrating memory-efficient assets and achieved significant FPS improvements through code and asset optimization techniques
- Participated in Agile/Scrum practices for clear communication and on-time feature delivery

## EDUCATION

### Bachelor of Engineering

#### Dhanalakshmi Srinivasan college of engineering and technology, Anna University

📅 08/2018 - 05/2022    📍 Chennai, India

## SKILLS

Unity	C# Scripting	Git/GitHub	Visual Studio
Game Level Design	Third-Party SDK Integration		
Debugging	Game Physics	Performance Optimization	

## PROJECTS

### Block Burst

An exciting brick-breaking game combining classic arcade gameplay with innovative style

- Contributed 50% to the development of the game with focus on physics implementation
- Implemented ad banners and monetization systems to maximize revenue potential
- Created varied and visually distinctive level designs, enhancing gameplay diversity and providing a unique aesthetic experience for players

### Wheels of Escape

An engaging game for players who enjoy challenging parking scenarios and puzzle-solving game

- Took full development of the game's programming and UI implementation
- Refactored and updated base code to meet new requirements and performance standards

### Revolution Game Website

A game website for the company containing 100+ games in various genres

- Involved in the conversion of Unity games to WebGL format, directly involved in development of over 40 games in this site.
- Optimized code structure and removed unnecessary assets and scripts, significantly minimizing build size and enhancing loading performance

### Word Hunters' Challenge

A word-hunting game where players search for hidden words in a grid of letters

- Collaborated with team and contributed to core gameplay feature development
- Integrated third-party advertising SDKs and handled reward systems
- Assisted in testing and performance tuning prior to final submission and release