

Priyanshu Kumar

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Professional Summary

Game Developer with 4+ years in Unity and Unreal engines, creating high-performance games with over 1M downloads. Proficient in game architecture, AI development, and procedural generation, with achievements in enhancing player engagement and halving development timelines through automation and efficient workflows.

Professional Experience

CodeSculpt Labs

Remote, India

Game Developer

Jun 2020 – Current

- Delivered over **20** cross-platform game projects, specializing in performance tuning.
- Developed and published Unity Editor tools that automated processes, notably reducing development time by **50%**.
- Boosted player retention by **35%** by designing adaptive AI and procedural systems.
- Implemented profiling techniques to fix memory leaks, improving application stability.
- Coordinated with cross-functional teams to deliver features on time, contributing to a **15%** reduction in development cycles.

Selected Projects

Alnahsha Run (Unity):

- Managed game mechanics and adaptive AI, achieving over **1 million** downloads and a **4.6-star** rating on Google Play.
- Received positive feedback for culturally relevant gameplay, enhancing user engagement in target demographics.

Cross-Platform UIManager Module (Unity):

- Streamlined UI development by **80%** with modular components; published on Unity Asset Store.
- Adopted by over **500** developers worldwide, contributing to improved UI workflows in multiple projects.

AI Metahuman NPC (Unreal):

- Designed AI-driven metahuman NPC with real-time, context-aware responses, enhancing gameplay.
- Implemented advanced AI algorithms for natural language processing, improving NPC interaction realism.

Rocket Simulation (Unreal):

- Developed rocket simulation with physics-based wind dynamics and frame-by-frame replay.
- Adopted by institutions to simulate landing scenarios with **75%** accuracy, providing realistic training for physics and aerodynamics.

Technical Skills

- **Core Skills:** Game Architecture, AI Development, Procedural Generation, Cross-Platform Optimization, Performance Tuning, Multiplayer, Shader Programming
- **Programming Languages:** C# (Advanced), C++ (Intermediate), C

- **Game Engines:** Unity (Advanced), Unreal Engine (Intermediate)
- **Development Practices:** Component-Based Design, Event-Driven Programming, Test-Driven Development (TDD)
- **Tools:** Visual Studio, Git, Shader Graph

Certifications

- Unity Certified Programmer
- Game Design and Development with Unreal Engine Specialization

Education

Chandigarh University
Bachelor of Engineering: Biotechnology

Punjab, India
July 2024 – Pursuing