

Priyanshu Kumar

☎ +91 7903734532 • ✉ rkp6055@gmail.com • 🌐 bit.ly/4dV9Nlz
in linkedin.com/in/priyanshu-kumar1809

Professional Summary

Experienced Game Developer with 4+ years specializing in Unity engine architecture and systems programming. Proven ability to deliver scalable solutions that reduce development time by 50% while maintaining code quality. Successfully published tools adopted by developers, demonstrating strong technical leadership and innovation in game development workflows.

Professional Experience

CodeSculpt Labs

Remote, India

Game Developer & Systems Architect

Jun 2020 – Present

- Delivered 20+ cross-platform games using Unity and Unreal Engine, achieving 99.5% crash-free rates
- Architected modular framework with 15+ integrated systems, reducing code duplication by 60%
- Optimized memory usage and rendering pipelines, improving frame rates by 40% on mobile devices
- Implemented CI/CD pipelines that decreased build times from 45 minutes to 12 minutes

Key Technical Projects

Unity Framework Suite:

- Built comprehensive development framework serving 500+ developers with 4.8/5 Asset Store rating
- Designed fluent API architecture reducing UI implementation time from 2 days to 3 hours per screen
- Created automated project setup tool eliminating 4 hours of manual configuration per new project

Multiplayer Infrastructure:

- Developed real-time networking system supporting 100+ concurrent players with 50ms latency
- Implemented custom protocol handling 10,000+ messages per second with zero data loss
- Built failover mechanisms reducing connection drops by 85% during network instability

AI Character System (Unreal):

- Developed context-aware NPC system with 95% conversation accuracy using natural language processing
- Optimized behavior trees reducing CPU usage by 25% while maintaining realistic interactions
- Integrated MetaHuman rendering pipeline supporting 4K real-time facial animations

Technical Skills

Programming: C# (Expert), C++ (Advanced), Python, JavaScript, HLSL/GLSL Shaders

Game Engines: Unity (4+ years, Expert), Unreal Engine (2+ years, Advanced)

Specializations: Game Architecture, Performance Optimization, Multiplayer Systems, AI Programming, Cross-Platform Development

Technologies: Unity Netcode, Socket.IO, REST APIs, OAuth 2.0, Google Play Services, Firebase, Git, Jenkins

Platforms: iOS, Android, Windows, WebGL, PlayStation, Nintendo Switch

Key Achievements

- **Performance:** Achieved 40% frame rate improvement and 99.5% crash-free rate across shipped titles
- **Community Impact:** Published Unity tools adopted by 500+ developers with 4.8/5 rating
- **Team Productivity:** Reduced development setup time by 50% through automation tools

Certifications

- Unity Certified Programmer (2022)

- Unreal Engine Game Development Specialization (Coursera, 2023)

Education

Chandigarh University

Bachelor of Engineering: Biotechnology

Punjab, India

July 2024 – Present