Vijay Kumar

Game Programmer

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CAREER OBJECTIVE

To pursue a challenging role as a game programmer towards the growth of the organization by achieving the goals of the organization.

PROFILE

I am a B.Com graduate and self-taught programmer and long-time video game enthusiast. I'm passionate about all stages of development, but my favorite part is working in game programming.

PROFESSIONAL EXPERIENCE

Game Developer
Tap N Play Games - November 2022 - present
Experience: 2 years 7 months

- Developed, optimized, and maintained multiple hyper-casual and casual mobile games from scratch using Unity and C#.
- Collaborated closely with designers and artists to bring gameplay ideas to life.
- Implemented core gameplay mechanics, UI systems, and analytics tools.
- Delivered multiple projects to production-ready state and published on Google Play.

WEB PROFILES

Portfolio Website

Github

Linkedin

SOFTWARE AND TOOLS

- Unity 3D
- Visual Studio
- Git

KEY PROJECTS AT TAP N PLAY

In this project, I led the full development lifecycle, from prototyping to final release.

- *Build America 3D* - PlayStore
- *My Restaurant Life* - PlayStore
- *Sushi Frenzy* - PlayStore
- *Amusement Frenzy* - PlayStore
- *Fly Away* - PlayStore
- *Ring Frenzy* - PlayStore
- *Light Blocks 3D* - PlayStore

Also contributed to several other smaller titles and prototypes.

PROGRAMMING LANGUAGES

- C#
- C++
- HTML5
- CSS3
- JAVASCRIPT

PAST PERSONAL PROJECTS

These are my personal projects I have worked on.

- *Candy Catch* - Youtube
- *Mossy Walk (Platformer)* - Youtube
- *Zombie Survivor* - Youtube
- *Mini Soccer* - Youtube

EDUCATION

Diploma in Game Development (2021–2022)

Backstage Pass Institute of Gaming and Technologies – 92%

Bachelor of Commerce (2018–2021)

Ayya Nadar Janaki Ammal College, Sivakasi – 70.2%

LANGUAGE

- Tamil
- English

DECLARATION

I hereby declare that the above information given by me is true to the best of my knowledge.

PERSONAL SKILLS

- Strong communication and collaboration.
- Quick learner with high adaptability.
- Problem-solving mindset.

AREA OF INTERESTS

Interested in design problem-solving, and mobile and PC gaming.