Dheeraj Kushwaha

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Technical Skills

Languages: C, Java and C#

Game Development: Unity, Photon Networking, Socket, AR/VR, Android, Ios, Windows.

Tools & Technologies: Socket, SFX, Visual Studio, Git, Shader Graph, Firebase, Applovin mediation, Google Sdk's, Facebook, IAP, etc.

Specialized Knowledge: Game Performance Optimization, Game Profiling, App store and Play store submission.

Roothoot Pvt Ltd.   Hyderabad, Telangana

Team Lead and Unity Game Developer   March 2025 – current

○ Oversaw the creation of a Unity-based 4-player Mahjong game, integrated with Socket.IO for multiplayer functionality.

○ Communicated directly with clients to understand their requirements, gather feedback, and ensure the game aligned with their vision.

○ Managed a team of 4 developers, assigning tasks, providing guidance, and assisting team members to resolve technical challenges.

Live Informatics Deftsoft Pvt Ltd. Mohali, Punjab

Unity Game Developer   October 2022 – March 2025

○ Led the development of a Unity-based Infinite Runner game, enhancing player engagement by 30% through innovative gameplay mechanics.

○ Pioneered the design and implementation of intuitive UI/UX, resulting in a 20% increase in user satisfaction scores.

○ Utilized procedural generation techniques to create levels procedurally, reducing development time by 40%.

○ Spearheaded comprehensive testing and refinement processes, incorporating player feedback to boost game ratings by an average of 1.5 stars.

Flux Games Ratan NetworkJaipur, Rajasthan

Junior Unity Developer   March 2022 – October 2022

○ Developed and launched multiple Android-based games using Unity, from concept to deployment, contributing to the app's design, programming, and optimization.

○ Collaborated with designers and other developers to ensure smooth gameplay, interactive features.

○ Optimized game performance to enhance user experience, reducing load times and minimizing bugs across different Android devices. Utilized C# for scripting and applied Unity best practices to create efficient, reusable code components.

Professional Experience

eYukti solutions   Jaipur, Rajasthan

Unity Game Developer   August 2021 – January 2022

○ Introduced to Unity game development concepts and practices during a six-month internship.
○ Collaborated on various projects, gaining hands-on experience in Unity development.
○ Acquired fundamental skills in game design, programming, and debugging.

Total Professional Experience: 4 years.

Professional Projects

Alnahsha Run (Android, IOS): Directed the creation of Alnahsha Run, currently available on the Play Store. Focused on optimizing performance and enhancing user experience to achieve high user satisfaction.

Cowbell Run (Android): Spearheaded the development of Cowbell Run, now live on the Play Store. Designed engaging gameplay mechanics and intuitive controls that significantly boosted user retention.

That Questions Game (Android, IOS): This is a multiplayer quiz game that allows 2 to 8 players to play simultaneously. In the game, questions are displayed one by one to all players, and each player can answer after reading the question

Jamaican Domino (Android):   The domino game, often just called "dominoes," is a tile-based game that involves matching numbers on rectangular tiles to form chains. Each tile, known as a "domino," is divided into two ends, each marked with a number of dots (or pips) ranging from 0 to 6 in a standard set. Dominoes can be played in various ways, but most versions of the game center around matching the ends of tiles to create a continuous line or pattern.

Breathing Application (Android): A breathing app is a type of mobile or wearable application designed to guide users through various breathing exercises to help manage stress, improve focus, and promote relaxation. These apps often use guided visuals, audio cues, or vibrations to help users regulate their breathing patterns, often in sync with scientifically backed techniques.

The Last Stand (Window): Developed Last Stand, an engaging first-person shooter (FPS) game. Designed a progressive wave system consisting of 10 waves, with each wave featuring zombies of increasing strength. Implemented a player reward system where players start with a basic gun and earn coins by killing zombies, which can be used to purchase upgraded weapons and grenades.Created a challenging endgame by introducing a final boss after the completion of all 10 waves, providing a rewarding experience for players who survive the escalating challenges.

Mahjong Multiplayer (Android, Ios): Created a 4-player Mahjong game with real-time multiplayer using Socket.IO. Built a seamless network system to keep all players' hands, tile draws, discards, and scores perfectly synchronized. Designed an intuitive UI that dynamically updates game progress and player stats. Worked closely with the client to implement requested features and led a small team to deliver a polished and engaging gameplay experience.

Personal Projects

Unity Development Tools

UIManager Tool: Crafted an advanced utility for managing UI elements across projects, supporting automatic adjustments and promoting reusable UI components, leading to a 25% increase in UI development efficiency.

Key Projects

City Hustler (Unity): Endless Running Game (Under Development)
Currently developing "City Hustler," an endless runner set in a dynamic urban environment. Responsible for core gameplay mechanics, 3D asset optimization, and real-time score tracking using Unity3D and C.

7 Up & 7 Down (Unity): Developed a single-player 7 Up & 7 Down board game in Unity. Implemented smooth game logic to manage card dealing, player moves, and score tracking. Designed an intuitive and interactive UI to display cards, player actions, and game progress in real time. Worked closely with the client to incorporate requested features, ensuring a polished and engaging gameplay experience. The game will be soon published on Google Play Store.

Education

LIET COLLEGE, CHICKANI, ALWAR, RAJASTHAN   **Polytechnic Diploma in Mechanical**