



DIGVIJAY SINGH

GAME PROGRAMMER

CONTACT

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- [Digvijay Singh](#)

SKILLS

- Game Programmer
- Project Management
- Public Relations
- Teamwork
- Time Management
- Leadership
- Critical Thinking

LANGUAGES

- Hindi(Fluent)
- English(Fluent)

PROFILE

Creative and passionate **Unity Game Developer** with **4+ years** of professional experience designing and developing engaging, immersive, and high-quality games for **PC, mobile, and console**. **Founder of MayaInfinity Studio**, dedicated to crafting games that push technological boundaries while telling culturally rich stories. Experienced in gameplay programming, optimization for mobile and PC, interactive storytelling, and complete game development lifecycles. Strong leadership skills in managing indie teams, **securing industry presence (IGDC Indie Table)**, and delivering polished titles from concept to release.

CORE SKILLS

- Game Development:** Unity 2D/3D, URP, HDRP, C#, Shader Graph, Animation Systems, Physics.
- Platform Experience:** Android, PC, potential console development.
- Tools & Tech:** Blender, Photoshop, Git, Visual Studio.
- Soft Skills:** Creative problem-solving, storytelling, leadership, cross-disciplinary collaboration, public presentation.
- Project Management**
- Leadership**
- Game Programmer**

PROFESSIONAL EXPERIENCE

Founder & Lead Developer – MayaInfinity Studio - Uttar Pradesh, India (2023 – Present)

- Founded and lead an indie game studio focused on high-quality immersive experiences.
- Directed and developed original IPs from concept to launch.
- Represented the studio at India Game Developer Conference (IGDC) with an indie showcase table.
- Managed team collaboration, asset creation, and optimization for mobile and PC.

EDUCATION

Bachelor of Computer Applications (BCA) (Ongoing)

PORTFOLIO & LINKS

[Click Here For Portfolio](#)

WORK EXPERIENCE

- **GUVI Geek Networks, IITM Research Park** 2022 - 2024
Game Developer Mentor
 - Mentored aspiring game developers in Unity game development, covering core concepts, scripting, and best practices.
 - Assisted students with project guidance, debugging, and performance optimization to help them build industry-ready games.
 - Contributed to curriculum refinement and provided feedback to improve the learning experience for participants.
- **GamerGage Studio** 2022 - 2023 & 2024
Game Developer
 - Developed and launched hyper-casual games from concept to completion, ensuring smooth performance and engaging player experiences.
 - Collaborated on multiple studio projects, contributing to gameplay design, feature implementation, and performance optimization.
 - Provided creative and technical support across teams to refine mechanics, improve quality, and meet tight deadlines.
 - Contributed on some of the core mechanics of In House Games.
- **FREELANCE** 2020 - 2022
Game Developer
 - Develop and maintain strong relationships with partners, agencies, and vendors to support marketing initiatives.
 - Monitor and maintain brand consistency across all marketing channels and materials.