

Kishan Jaiswal

Unity Developer

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SUMMARY

Passionate Unity Game Developer with 4+ years of experience building high-performance 2D/3D games across mobile, PC, and WebGL platforms. Proven expertise in gameplay programming, UI/UX, performance optimization, and real-time multiplayer systems using Photon Fusion. Strong foundation in C#, OOP, SOLID principles, and Unity's animation/timeline/VFX pipelines.

SKILLS

Programming : C++, C#, Game Programming, JSON, Photon Fusion, SOLID Principles, OOP, Socket

Technology : Unity, Animation, Timeline(Unity), Addressables (Unity), VFX(Unity), Particle System (Unity)

Patterns : Observer Patterns, Singleton Pattern, State Pattern, Command Pattern, MVCS

Mechanics : Gameplay mechanics, Path Finding

User Interface : UI(Design), Unity 2D, Unity 3D

Platform : Mac/PC, WebGL, Android, IOS

EXPERIENCE

Unity Developer

Jul '24 — Present

Bilions

Austin Texas, United States (Remote)

Currently involved in developing cutting-edge slot machine games for the casino gaming industry, focused on delivering a seamless and engaging player experience. Our games feature multi-reel configurations, dynamic paylines, and a range of exciting bonus mechanics such as free spins, scatter wins, and auto-spin options.

- Designing immersive UI/UX tailored to enhance the player's interaction and overall experience.
- Implementing a highly reliable Random Number Generator (RNG) to ensure fairness and unpredictability in outcomes.
- Developing a modular and scalable game framework that allows for easy customization and the creation of unique game themes.
- Optimizing game performance across multiple platforms, ensuring smooth gameplay and high-quality visuals.

Unity Developer (Level 3)

Aug '23 — Nov '23

Appzia Technology

Pune, India

- Developed core chess mechanics including piece movement, turn-based logic, and rule enforcement. Project Link (<https://www.appziatech.com/>)
- Designed an intuitive 3D UI with features like legal move highlighting, pawn promotion, and piece management.
- Built a real-time multiplayer system with global matchmaking and game synchronization.
- Integrated sound, animations, and visual cues to enhance user experience.
- Optionally, work on chess AI development with adjustable difficulty levels and AI adaptation to player skills. Enhance gameplay with sound effects, animations, and visual cues for moves and captures.

Unity Developer (Level 1)

Jul '22 — Jul '23

Phibinacci Solution Pvt

Ahmedabad, India

- Led a team of 15 developers across 50+ game projects, focusing on gameplay design and system implementation.
 - Developed responsive UIs for cross-platform deployment including Windows, Linux, Mobile, AR, and VR.
 - Specialized in animation systems: Animator Controllers, Animation Events, Blend Shapes, Avatar Masks.
- Projects Link : (<https://demo.phibonacci.com/>)
- Utilized Unity Addressables and Timeline for asset management and cutscene control.
 - Integrated DoTween to streamline animations and UI transitions.
 - Applied strong problem-solving skills to optimize performance and maintain code quality.

Game Developer

Jan '21 — Jul '22

Outscal

Delhi, India (Remote)

- Designed and developed user-friendly interfaces, enhancing player engagement and immersion. Projects Link : (<https://outscal.com/>)
- Integrated third-party plugins and tools to streamline development and enhance game features.
- Played a key role in creating comprehensive game design documents, detailing technical specifications.
- Used C# and Unity to build interactive gameplay elements, AI behaviors, and visually appealing UI.
- Optimized game performance by employing efficient coding practices and advanced profiling techniques.
- Actively contributed to brainstorming sessions, fostering innovative game concepts and mechanics.

PROJECTS

Vegas Empire, (Bilions) [Link](#)

- Built 30+ games from Scratch
- Available on Android, iOS, and WebGL
- Real-time balance updates via socket services
- API-driven login & game services
- Built with core casino mechanics and RTP principles

Empress of Fortune: Cleopatra, (Personal Project) [Link](#)

- Free Bonus Spins – unlock rewarding bonus rounds
- Scatter Multipliers – payouts up to 100x
- Wild Fury Multipliers – X1, X2, and X3 for boosted wins

Visual Effect Graph (Unity), (Personal Project) [Link](#)

- Designed dynamic particle strips using Unity's VFX Graph with HDRP support.
- Customized properties such as position, color, and velocity using modules like Initial Velocity and Turbulence.
- Optimized performance with GPU Events and fine-tuned effects via the Visual Graph interface.

Elemental Mastery & Timelines! (Particle System), (Personal Project) [Link](#)

- Created immersive elemental effects (fire, earth) integrated into gameplay using Unity's Particle System.
- Developed engaging combat animations and orchestrated gameplay sequences using Unity Timeline.
- Focused on delivering cinematic storytelling through synchronized VFX and animation.

3D Tank Battle, (Personal Project) [Link](#)

- Developed AI-driven enemy behavior using State Pattern (patrol, chase, attack, idle).
- Implemented player achievements and power-ups triggered on successful hits.
- Added camera shake effects to enhance impact feedback during combat.
- Applied MVC, Singleton, Observer, Object Pooling, and other patterns for scalable architecture.

EDUCATION

Diploma in (C.S.E.), Government Polytechnic Shahjahanpur (GPA: 7.9)

Shahjahanpur, India

- Foundation : Core subjects like math, programming, and physics.
- Specialized Courses: Game-related topics such as Graphics, AI, and Game Design.
- Experienced Faculty: Expert professors guide your learning.
- Practical Projects: Hands-on assignments including creating games.

12th in Math, Secondary High school

Varanasi, India

- Core subjects like math, programming, and physics.
- Hands-on assignments including creating games.

AWARDS

Best Project 2021

Government Polytechnic Shahjahanpur

Apr '21

CERTIFICATIONS

Game Programming, Diploma in Computer Science and Engineering

Dec '21