

# Kishan Jaiswal

Unity Developer

8318230945 ◇ jaiswalkishan628@gmail.com ◇ Portfolio ◇ LinkedIn ◇ GitHub ◇ Reddit

## 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

Phibonacci 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**

<b>Diploma in (C.S.E.)</b> , Government Polytechnic Shahjahanpur (GPA: 7.9)	Shahjahanpur, India
<ul style="list-style-type: none"> <li>• Foundation : Core subjects like math, programming, and physics.</li> </ul>	
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.	

<b>12th in Math</b> , Secondary High school	Varanasi, India
<ul style="list-style-type: none"> <li>• Core subjects like math, programming, and physics.</li> </ul>	
Hands-on assignments including creating games.	

**AWARDS**

<b>Best Project 2021</b> Government Polytechnic Shahjahanpur	Apr '21
---	---------

**CERTIFICATIONS**

<b>Game Programming</b> , Diploma in Computer Science and Engineering	Dec '21
---	---------