

Kishan Katwe

Unity Developer / Software Engineer

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Experience

Longbow Games

Associate Software Engineer

Mysuru, Karnataka

April 2023 - Present

- Worked on client and server-side Unity game development for studios including **Carry1st** and **Rovio Entertainment**
- Led small development teams (3–5 members), collaborating with Game Designers, Artists, QA, and Data Analysts to ensure smooth delivery of features and updates
- Managed **release cycles** and handled **CI/CD pipelines** for consistent internal and external build distribution
- Maintained and administered **AWS EC2** environments to support scalable build and deployment processes
- Integrated analytics tools such as **Firebase** and **GameAnalytics** to track user behavior and support data-informed design decisions
- Applied **MVC architecture** and utilized **Zenject** for structured and maintainable Unity codebases
- Contributed to the development and release of **5+ game features**, supporting increases in player engagement and monetization
- Refactored legacy codebases to align with updated design requirements and improve maintainability and performance
- Provided ongoing support for live games, including regular **bug fixes**, **optimizations**, and **monthly update rollouts**

🔗 <https://www.longbowgamesindia.in/>

Aim2Excel

Intern Game Developer

Remote

October 2021 - December 2021

- Set up Unity scenes, integrating models, textures, lighting, and post-processing effects to improve game visuals.
- Used Blender for basic model adjustments based on client feedback.
- Focused on learning key aspects of game development, including design principles and artistic elements.
- Gained hands-on experience with scene composition, working with models, textures, and lighting to create appealing environments.

🔗 <https://aim2excel.com/>

Education

Jain University

Game Development

Masters of Computer Applications

July 2022 - 2024

PC Jabins Science College

Computer Science

Bachelor of Computer Applications

June 2018 - September 2021

Skills

Unity Engine

C++

Jenkins

Python

Playfab

.Net C#

Github

Java

CSS

Node.js

Mine Rescue

By Carry1st

April 2023 to Feb 2024

- Worked on client-side features in Unity as part of the Mine Rescue development team
- Helped design and implement a new game mode to add variety to core gameplay
- Assisted with UI tweaks and polish to improve in-game feedback and responsiveness
- Supported regular updates by fixing bugs and making small improvements to existing systems

🔗 <https://play.google.com/store/apps/details?id=com.carry1st.minerescue&hl=en>

Battlebay

By Rovio

August 2024 - Present

- Supporting both client and server-side development while working closely with the project's Lead Engineer
- Managing release processes and creating live events using Rovio's internal deployer tools
- Collaborating with game designers, artists, QA, and data analysts to coordinate feature rollouts and live ops updates
- Handling day-to-day implementation, debugging, and technical coordination to keep builds stable and releases on track

🔗 <https://battlebay.net/>

Yoga Quest

In-House Project of Longbow

February 2024 - Present

- Contributing as a core developer, focusing on client-side gameplay and UI systems
- Applied **Zenject** for clean architecture and maintainable code structure across the project
- Supported server-side development and helped manage the **CI/CD pipeline** for smooth integration and deployment
- Collaborated with cross-functional team members to align development with design and release goals

🔗 <https://play.google.com/store/apps/details?id=com.lb.m3.yoga&hl=en>

Survive The Dead

First-Person Zombie Shooter

July 2021 - August 2021

- Developed a basic FPS game in Unity featuring zombie AI, shooting mechanics, and wave-based survival gameplay
- Implemented first-person controls, enemy pathfinding, and health systems
- Designed a simple level layout and managed UI for ammo, health, and wave progression

🔗 <https://kishan-katwe.itch.io/survive-the-dead>

Laser Defender 2D

2D Top Down Shooter

June 2020

- Built a simple 2D space shooter in Unity featuring player controls, shooting, and basic enemy AI
- Implemented UI for score, health, and game state transitions
- Used Unity's 2D tools to handle physics, collisions, and animations

🔗 <https://github.com/kkatwe07/Laser-Defender>