

# NITISH KUMAR

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## WEBSITES, PORTFOLIOS, PROFILES

- <https://www.linkedin.com/in/nitish-kumar-a552ba1a0/>
- <https://nitishkumar1993.github.io/NitishKumarPortfolio/>

## SUMMARY

Senior Unity Game Developer with 10+ years of experience building **multiplayer, AR/VR, real-money, and casual games** across mobile and interactive platforms. Proven success scaling large-scale products like **Rummy Passion (10M+ users)**, **Playbees (1.5M+ downloads)**, and **Paisa Premier League (40K+ DAU)**. Skilled in **Unity 3D, C#, Photon, Socket.IO, PlayFab, and scalable backend systems**. Strong expertise in **performance optimization, real-time networking, concurrency handling, and reliability engineering**. Experienced in **end-to-end product development, team leadership, and mentoring engineers**, delivering high-quality games with measurable impact.

## EXPERIENCE

05/2023 - Current	<b>Senior Game Developer</b> <b>Passion Gaming</b> - Gurgaon, India <ul style="list-style-type: none"><li>• Scaled real-money <b>Rummy app to 1M+ active users</b>, ensuring smooth gameplay during peak loads.</li><li>• Optimized Socket.IO real-time networking, reducing latency by <b>35%</b> across multiplayer sessions.</li><li>• Designed secure API integrations, safeguarding transactions and player data with <b>zero security breaches</b>.</li><li>• Improved frontend rendering, boosting performance on mid-range devices by <b>20% FPS gain</b>.</li></ul>
07/2022 - 05/2023	<b>Senior Game Developer</b> <b>Masala Games</b> - Pune, India <ul style="list-style-type: none"><li>• Built a <b>3D multiplayer music platform</b>, enabling real-time interactions for thousands of users.</li><li>• Enhanced data synchronization with custom Socket.IO protocols, reducing desync issues by <b>40%</b>.</li><li>• Contributed to <i>Lumosity Brain Training</i> by creating new cognitive games, increasing retention by <b>12%</b>.</li><li>• Debugged and optimized Unity projects, reducing <b>crash rate</b> by 25% across Android devices.</li></ul>
03/2020 - 07/2022	<b>Senior Game Developer</b> <b>Firstcry Pvt Ltd</b> - Pune, India <ul style="list-style-type: none"><li>• Core team member of <b>Playbees Kids Platform</b>, achieving <b>1.5M+ downloads</b> and hosting 100+ interactive titles.</li><li>• Designed scalable architecture supporting thousands of concurrent sessions with <b>99.9% uptime</b>.</li><li>• Developed engaging children's games that increased monthly engagement by <b>30%</b>.</li></ul>
05/2018 - 03/2020	<b>Game Developer</b>

## **AYN Infotech Pvt. Ltd. - Pune, India**

- Delivered **VR Hospital Simulation**, improving medical training efficiency for nurses by **40% faster onboarding**.
- Led end-to-end development of **Paisa Premier League**, scaling to **40K+ DAU** with Photon PUN2.
- Built **multiplayer Ludo** and card games with **anti-cheat systems**, ensuring fair play and reliability.
- Maintained PHP-based dashboards and APIs for **real-time analytics** and monitoring.

**02/2017 - 04/2018**

## **Game Developer**

**Wala Interactive - Delhi, India**

- Developed **multiplayer Pool** and **Solitaire games**, ensuring stable performance across global regions.
- Built **Chess AI** opponent logic with difficulty tiers, improving session length by **15%**.
- Created a reusable gameplay framework, reducing new title development time by **30%**.

**04/2015 - 01/2017**

## **Game Developer**

**Digit88 - Bangalore, India**

- Built 3-reel **slot machine** games with integrated IAPs and ads, increasing revenue by **20%**.
- Deployed **PlayFab** for cloud saves and player management, enabling cross-device gameplay.
- Ensured system stability with ongoing optimizations, supporting **100K+ daily transactions**.

## **EDUCATION**

**Bachelor of Science (Game Development)** – Image College of Arts, Animation & Technology, Bangalore

**High School Diploma (Science)** – D.A.V. Public School, Bariatu, Ranchi

**10th (Science)** – D.A.V. Public School, Rajrappa Project

## **SKILLS**

- **Game Development & Design**  
Unity 3D | C# | Multiplayer Development | AI Opponent Logic | Game Prototyping | AR/VR Development | Slot Games | Card Games | Educational Games
- **Backend & Systems**  
REST APIs | PlayFab | PHP APIs | Node.js | Socket.IO | Real-Time Networking | Scalable Architectures | Cloud Integration
- **Performance & Quality**  
Debugging | Optimization | Anti-Cheat Security | Large-Scale Concurrency Handling | Reliability Engineering | Cross-Platform
- **Collaboration & Leadership**  
Team Leadership | Agile (Scrum/Kanban) | Cross-Functional Collaboration | Resource Management | Schedule Management
- **Tools & Technologies**  
Photon PUN2 | Firebase | Oculus SDK | OpenXR | SteamVR | Unity XR Toolkit | Visual Studio | VS Code | Git | GitHub | GitLab | Bitbucket | Jira | Trello | Google AdMob | Unity Ads | In-App Purchase SDKs (Google Play Billing, Apple IAP)

Deployment | Monetization (IAPs,  
Ads)

## LANGUAGES

- C# | C++ | Java | Lua | Python | Javascript