

# NITISH KUMAR

Dhanbad, Jharkhand, India 826004 | 8904772343 | Nitishkumar9317@gmail.com

## WEBSITES, PORTFOLIOS, PROFILES

- <https://www.linkedin.com/in/nitish-kumar-a552ba1a0/>
- <https://nitishkumar1993.github.io/NitishKumarPortfolio/>
- <https://github.com/nitishKumar1993/>

## SUMMARY

Versatile **Senior Game Developer** with over 10 years of experience building **multiplayer, real-money, AR/VR**, and casual games across mobile and interactive platforms. Proven track record in delivering high-impact products, including **Paisa Premier League** with **40K+ DAU**, Playbees Kids Platform with **1.5M+** downloads, **Rummy Passion** with **10M+** users and the **VR Hospital training simulation** for the medical field. Skilled in **Unity, C#, Photon PUN2, Socket.IO, REST APIs, and PlayFab**, with expertise spanning both **client-side and backend systems**. Adept at **end-to-end development**, from prototyping to deployment, with strengths in **performance optimization, security, and scalability**. Collaborative and innovative, with experience leading teams and contributing to diverse projects ranging from **real-money gaming to educational and healthcare VR solutions**.

## EXPERIENCE

05/2023 - Current

### Senior Game Developer

**Passion Gaming** - Gurgaon, India

- Developed and managed a **real-money rummy application** with **1M+ active users**.
- Implemented **real-time multiplayer gameplay** using **Socket.IO** for smooth, low-latency experience.
- Integrated **secure APIs** to manage user data and transactions.
- Designed a **scalable front-end architecture**, ensuring performance across devices.
- Collaborated with backend engineers to **optimize system performance and reliability**.

07/2022 - 05/2023

### Senior Game Developer

**Masala Games** - Pune, India

- Developed a **multiplayer 3D music platform** enabling players to interact, share, and discuss music in real time.
- Implemented **real-time multiplayer gameplay and chat** using **Socket.IO** and custom in-house solutions.
- Integrated **REST APIs** to ensure reliable data transfer and synchronization across sessions.
- Contributed to '**Lumosity Brain Training**' by creating and integrating **new cognitive training games** into the platform.
- Ensured **smooth gameplay experience** through debugging, optimization, and feature enhancements.

03/2020 - 07/2022

### Senior Game Developer

**Firstcry Pvt Ltd** - Pune, India

- Contributed as an **early core team member** in building the *Playbees Kids Platform*, achieving **1.5M+ downloads** and hosting **100+ interactive content pieces**.
- Designed and developed the **main platform architecture**, ensuring scalability and smooth user experience.
- Created multiple **mini-games** tailored for children, enhancing platform engagement and retention.
- Collaborated with designers and content creators to deliver **educational and entertaining experiences** for kids.

05/2018 - 03/2020

#### Game Developer

AYN Infotech Pvt. Ltd. - Pune, India

- Delivered *VR Hospital*, a **VR training simulation** for the medical field, designed to help new nurses practice procedures in an immersive environment before hands-on training.
- Led **end-to-end development** of *PPL (Paisa Premier League)*, a real-money multiplayer game with **40K+ daily active players**, led development as the **primary developer**.
- Built **multiplayer gameplay** using **Photon (PUN 2)** and integrated **REST APIs** for secure data handling.
- Implemented **security and anti-cheat measures** to maintain app integrity and fairness.
- Developed a **multiplayer Ludo game** for a client using **Photon (PUN 2)**.
- Created and maintained **PHP-based dashboards and APIs** for game management and analytics.

02/2017 - 04/2018

#### Game Developer

Wala Interactive - Delhi, India

- Developed and launched a **multiplayer Pool game** with real-time online gameplay.
- Created a **multiplayer Solitaire game**, ensuring smooth user experience across sessions.
- Built a **single-player Chess game** with an **AI opponent** for varied difficulty levels.
- Designed a **reusable game development framework** with core gameplay logic, enabling rapid development of new titles.
- **Optimized** performance and scalability to support reliable multiplayer experiences.

04/2015 - 01/2017

#### Game Developer

Digit88 - Bangalore, India

- Created and maintained **three reel-based slot machine games**.
- Integrated **in-app purchases (IAPs)** and **ad services** to support monetization.
- Implemented **PlayFab services** for cloud data storage, player account management, and initial game launch configuration.
- Ensured stability and scalability through ongoing maintenance and feature updates.

## EDUCATION

**Bachelor of Arts:** Game Development

**Image College of Arts, Animation And Technology - Bangalore**

**High School Diploma**

**D.A.V. Public School - Bariatu, Ranchi**

**10th: Science Education**

**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 & Card Games, Educational Games
- **Backend & Systems:** REST APIs, PlayFab, PHP APIs, Node.js, Socket.IO, Real-Time Networking, Scalable Architectures
- **Product Development:** End-to-End Game Development, Cross-Platform Deployment, Monetization (IAPs, Ads), Cloud Integration
- **Performance & Quality:** Debugging, Optimization, Anti-Cheat Security, Large-Scale Concurrency Handling
- **Collaboration & Leadership:** Team Leadership, Agile (Scrum/Kanban), Cross-Functional Collaboration, Resource & Schedule Management
- **Domain Expertise:** Real-Money Gaming, Mobile Games, Kids/Educational Platforms, Brain Training & Cognitive Games

## TOOLS & TECHNOLOGIES

- Unity 3D | Photon PUN2 | Socket.IO | PlayFab | REST APIs | PHP | Node.js | 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)

## LANGUAGES

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