

NITISH KUMAR

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

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

Senior Game Developer

Passion Gaming - Gurgaon, India

 - Scaled real-money **Rummy app to 1M+ active users**, ensuring smooth gameplay during peak loads.
 - Optimized Socket.IO real-time networking, reducing latency by **35%** across multiplayer sessions.
 - Designed secure API integrations, safeguarding transactions and player data with **zero security breaches**.
 - Improved frontend rendering, boosting performance on mid-range devices by **20% FPS gain**.
- 07/2022 - 05/2023

Senior Game Developer

Masala Games - Pune, India

 - Built a **3D multiplayer music platform**, enabling real-time interactions for thousands of users.
 - Created Custom shaders using **Shader graph** for visual enhancement.
 - Enhanced data synchronization with custom Socket.IO protocols, reducing desync issues by **40%**.
 - Contributed to *Lumosity Brain Training* by creating new cognitive games, increasing retention by **12%**.
 - Debugged and optimized Unity projects, reducing **crash rate** by 25% across Android devices.
- 03/2020 - 07/2022

Senior Game Developer

Firstcry Pvt Ltd - Pune, India

 - Core team member of **Playbees Kids Platform**, achieving **1.5M+ downloads** and hosting 100+ interactive titles.
 - Designed scalable architecture supporting thousands of concurrent sessions with **99.9% uptime**.
 - Developed engaging children's games that increased monthly engagement by **30%**.
- 05/2018 - 03/2020

Game Developer

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

B.A. Hons. in **Digital Media, Computer Games Development** – University of Wales

SKILLS

- **Game Development & Design**
Unity 3D | C# | Multiplayer Development | AI Opponent Logic | Game Prototyping | AR/VR Development | Slot Games | Card Games | Educational Games | Shader Graph
- **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 Deployment | Monetization (IAPs, Ads)
- **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)

LANGUAGES

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

WEBSITES, PORTFOLIOS, PROFILES

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