

# SUMIT VILAYATKAR

Game Developer

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## Experience

### StareoutGames Hyderabad, IN Feb 2020 – Present *Game Developer (Unity)*

- Developed 25+ Hypercasual Games and Prototypes. Assisted for 10+ games.
- Led the team for 5+ games. Technical lead for unity games and design.
- Worked on performance optimization of Crowd battle game, Reduced 40% - 50% of memory usage.
- Experienced with Ads Monetization with Google AdMob, IronSource, Facebook Audience Network, MoPub, Unity Ads, Ads Colony.
- Experienced with Game Analytics and Worked on game improvements as per the analytics data.
- Worked on localization to provide multiple languages support for the game.

### Indie Game Developer Oct 2018 - Present

- Worked on 10+ game completely as a solo developer. Made 2D and 3D art for the games.
- Published 5 games on the Google Play Store, Which got 25K+ downloads
- One Path Puzzle (solo project) – Developed game with localization. Supports English, Japanese and Korean language.
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### Indie Project – Mad Shooting (Multiplayer game)

- As an indie developer, currently working on a multiplayer shooting game. There is a dual (1V1) match mode. It's a 1 min match where you can kill the enemy or can capture the flag to win the match. There are 3 rounds in a match, where more rounds winner will win the match.

## Skills –

**Languages** – C#, C++, Lua, JavaScript

**Dev Skills** – Unity, Multiplayer Games, Game Profiling, Unity Editor Extensions, Unreal Engine, OpenGL, Unity ECS, HTML5 Games, AR Games, Git

**Other** – Game ideation, Gameplay improvements, Performance optimization

## Education Sep 2013 –March 2016

Diploma in Computer Technology

## Personal Details –

**Date Of Birth** – 10 Nov 1997

**Languages** – English, Hindi, Marathi, Japanese (Beginner), Korean (R)