

Vijay Kumar

Game Developer

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CAREER OBJECTIVE

To contribute as a game developer by building engaging gameplay experiences using Unity and C#, while continuously learning and pushing the limits of interactive entertainment.

PROFESSIONAL EXPERIENCE

Game Developer

Tap N Play Games - November 2022 - present

Experience: 3 years

- Developed, optimized, and maintained multiple hyper-casual and casual mobile games from scratch using Unity and C#.
 - Collaborated closely with designers and artists to bring gameplay ideas to life.
 - Implemented core gameplay mechanics, UI systems, and analytics tools.
 - Delivered multiple projects to production-ready state and published on Google Play.
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KEY PROJECTS AT TAP N PLAY

In these projects, I led the entire development lifecycle—from prototyping to final release—using **Unity** and **C#**.

- **Build America 3D** - [PlayStore](#)
A 3D hyper-casual game where the player collects construction items to build a city. I implemented core mechanics, level design, and all visuals.
- **My Restaurant Life** - [PlayStore](#)
An idle management game where players expand and operate a restaurant. I implemented the core gameplay and visuals.
- **Sushi Frenzy** - [PlayStore](#)
A casual puzzle game where players fill plates with matching-colored sushi. I handled core mechanics and developed a level editor tool for the design team.

ABOUT ME

Self-taught game programmer with a B.Com background and over 3 years of experience in developing hyper-casual and casual games for mobile platforms using Unity and C#.

WEB PROFILES

[Portfolio Website](#)

[Github](#)

[Linkedin](#)

SOFTWARE AND TOOLS

- Unity 3D
 - Visual Studio
 - Git
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PROGRAMMING LANGUAGES

- C#
 - C++
 - HTML5
 - CSS3
 - JAVASCRIPT
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- **Amusement Frenzy** - [PlayStore](#)

A puzzle game where players unjam roller coasters and fill them with color-matching passengers. I developed the game's core mechanics.

- **Fly Away** - [PlayStore](#)

A casual puzzle game where players release jammed planes from a hexagonal grid. I implemented the core gameplay, tween animations, and level editor tools.

- **Ring Frenzy** - [PlayStore](#)

A puzzle game where rings must be hooked onto pegs of matching colors. I developed core mechanics, animations, and a custom level editor.

- **Light Blocks 3D** - [PlayStore](#)

A colorful puzzle game where players light up blocks with matching colors. I implemented the main game logic and mechanics.

Also contributed to several other smaller titles and prototypes.

PAST PERSONAL PROJECTS

These are my personal projects I have worked on.

- **Candy Catch** - [Youtube](#)

A fast-paced casual game where players catch falling candies. Developed all mechanics, visuals, and UI elements.

- **Mossy Walk (Platformer)** - [Youtube](#)

A side-scrolling platformer featuring a mossy creature navigating obstacles. Focused on movement physics, animation, and level transitions.

- **Zombie Survivor** - [Youtube](#)

A survival shooter game where players fend off waves of zombies. Implemented AI, shooting mechanics, and wave progression systems.

- **Mini Soccer** - [Youtube](#)

A top-down soccer game prototype featuring simple physics-based controls and player switching. Focused on ball mechanics and gameplay loops.

EDUCATION

Diploma in Game Development

(2021–2022)

Backstage Pass Institute of Gaming and Technologies – 92%

Bachelor of Commerce

(2018–2021)

Ayya Nadar Janaki Ammal College, Sivakasi – 70.2%

PERSONAL SKILLS

- Strong communication and collaboration.
 - Quick learner with high adaptability.
 - Problem-solving mindset.
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AREA OF INTERESTS

Interested in design problem-solving, and mobile and PC gaming.

LANGUAGE

- Tamil
 - English
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DECLARATION

I hereby declare that the above information given by me is true to the best of my knowledge.
