

AASHAYKUMAR

Game Programmer | Unity Developer



[Portfolio](#)



+91-8587922975



aashaykumar94@gmail.com



[LinkedIn](#)



[GitHub](#)

SUMMARY

Game Programmer with **3.5+ years of experience** building and optimizing gameplay systems for **live mobile games**, including key contributions to **WWE Mayhem (Reliance Games)**. Strong foundation in **C++, C#, and Unity**, with hands-on experience exploring **Unreal Engine** for gameplay and multiplayer systems. Proven track record of delivering features, event systems, and gameplay improvements that enhance player engagement.

EXPERIENCE

Reliance Games

Gameplay Programmer



01/2024 - 06/2025



Pune

A leading company in game development focused on creating engaging mobile gaming experiences

- Contributed to the live success of **WWE Mayhem** by implementing new gameplay features, abilities, events, and quests while upgrading existing gameplay systems.
- Collaborated with **design, art, and QA teams** to deliver high-quality live game updates within production timelines.
- Developed **Unity editor tools** to streamline configuration workflows, reducing manual effort and improving development efficiency.
- Debugged, optimized, and enhanced **gameplay mechanics** to improve stability, performance, and player engagement.

Tudip Technologies

Associate Software Developer



01/2019 - 12/2022



Pune

A software services firm with 15+ years of experience delivering custom digital solutions and driving business transformation across industries.

- Developed and published **Roku games** using BrightScript within fast-paced development cycles, delivering high-quality features under tight deadlines.
- Delivered and released **15+ games** for international clients, ensuring stability, performance, and platform compliance ([Games](#)).
- Built a live sports video feedback application with an integrated betting panel, implementing **real-time data handling**, interactive UI, and secure backend workflows.

EDUCATION

PG DIPLOMA

C-DAC's Acts



01/2019 - 12/2019



Pune

B.TECH

Jaypee Institute of Information Technology



01/2014 - 05/2018



Noida

HIGH SCHOOL

The Aryans International School



01/2011 - 12/2013



Varanasi

CERTIFICATES

Hero Vired - [Certificate program in Gaming.](#)



08/2023

Udemy - [Unity 2D and 3D Game Development.](#)



10/2022

IEEE - [Hybrid Application Development and Implementation.](#)



10/2022

SKILLS

Programming - C#, BrightScript

Engines - Unity, Unity Editor

Gameplay Systems - Networking, Gameplay Architecture, Abilities System, Inventory

Graphics / Web - WebGL,

Tools - Git, SVN, Jira, Firebase, Trello

PROJECTS

Dodgeball (Unity)



10/2025 - Present

Prototype multiplayer arena project focused on replication, session flow, and scalable gameplay systems.

- Developed and managed the full mobile game lifecycle in Unity**, including gameplay systems, backend integration, monetization, testing, and release preparation.
- Built core gameplay systems** such as level progression, obstacles, inventory, shop, unlockable balls, checkpoints, and daily rewards.
- Integrated Firebase services** including **Firestore, Analytics, Crashlytics**, and scalable backend support for future live operations.
- Configured **Google Play Games Services (GPGS)** for authentication, achievements, leaderboards, and device testing.
- Handled **Google Play Console** setup including app signing, internal testing, store assets, and production-ready publishing workflow.

[Demo Video](#)

Astra (Unity)



11/2023 - 12/2023

Character-driven gameplay prototype combining combat systems with narrative design.

- Designed and implemented **combat, stat, and inventory systems** in Unity.
- Developed gameplay balancing mechanics aligned with narrative progression.

[GitHub Repo](#) | [Demo Video](#)

Infinity And Beyond (Unity)



08/2023

Game Jam WebGL project focused on movement-based survival gameplay.

- Developed a **WebGL game** where players control light navigating through asteroid obstacles.

[GitHub Repo](#) | [itch.io](#)

INTERESTS



Listening Music



Watching Stream



Reading Book



Playing Game