

AASHAY KUMAR

Game Programmer | Unity Developer

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SUMMARY

Game Programmer with 4+ years of professional experience developing and shipping commercial games using Unity and C#. Contributed to the live development of WWE Mayhem at Reliance Games and independently founded PashaPixel, where I designed, developed, and published Dodgeball on Google Play. Experienced in gameplay programming, game architecture, Firebase integration, LiveOps systems, and Android deployment. Passionate about building scalable gameplay systems and delivering high-quality player experiences.

EXPERIENCE

Pasha Pixel  01/2025 - Present  Jamshedpur
Founder | Game Programmer

Independent game studio focused on designing, developing, and publishing original mobile games using Unity.

Reliance Games  01/2024 - 06/2025  Pune
Gameplay Programmer

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  01/2019 - 12/2022  Pune
Associate Software Developer

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  01/2019 - 12/2019  Pune
C-DAC's Acts

B.TECH  01/2014 - 05/2018  Noida
Jaypee Institute of Information Technology

HIGH SCHOOL  01/2011 - 12/2013  Varanasi
The Aryan International School

SKILLS

Programming - C#, C++, BrightScript

Engines - Unity, Unity Editor

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

Backend - Firebase, Firestore, Analytics, Crashlytics

Graphics / Web - WebGL

Tools - Git, SVN, Jira, Firebase, Trello

PROJECTS

Dodgeball (Unity)  10/2025 - Present

Developed and shipped a full-cycle Unity mobile game with scalable gameplay systems, Firebase backend, Google Play integration, and production-ready deployment.

- 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)**.
- Handled **Google Play Console** setup including app signing, internal testing, store assets, and production-ready publishing workflow.

[Demo Video](#) [Google Play Store](#)

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](#)

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