

# Kishan Jaiswal

Unity Developer

8318230945 ◇ jaiswalkishan628@gmail.com ◇ Portfolio ◇ LinkedIn ◇ GitHub ◇ Reddit

## SUMMARY

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Results-driven Unity Game Developer with 5+ years of professional experience building high-performance 2D/3D games across mobile, PC, and WebGL platforms. Specialized in casino slot game development — architected a 67+ game slot empire with real-time socket services, in-app updates, and RTP-backed mechanics. Proven expertise in gameplay programming, UI/UX, performance optimization, multiplayer systems (Photon Fusion), and scalable architecture patterns. Currently expanding into Stack Engine integration and RGS (Remote Gaming Server) systems.

## SKILLS

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**Programming :** C++, C#, Game Programming, JSON, Photon Fusion, SOLID Principles, OOP, Socket  
**Technology :** Unity, Animation, Timeline(Unity), Addressables (Unity), VFX(Unity), Particle System (Unity)  
**Patterns :** Observer Patterns, Singleton Pattern, State Pattern, Command Pattern, MVCS  
**Mechanics :** Gameplay mechanics, Path Finding  
**User Interface :** UI(Design), Unity 2D, Unity 3D  
**Platform :** Mac/PC, WebGL, Android, IOS

## EXPERIENCE

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### Unity Developer

Jul '24 — Present

Bilions

Austin Texas, United States (Remote)

- Architected and built 30+ casino slot games from scratch within a 67+ game Slot Empire platform, serving Android, iOS, and WebGL.
- Engineered real-time game systems using Socket.IO for balance updates and REST APIs for authentication and game services — all core logic handled on the frontend.
- Implemented Addressables-based asset delivery system for on-demand game loading, reducing initial app size and enabling OTA content updates
- Implemented Addressables-based asset delivery system for on-demand game loading, reducing initial app size and enabling OTA content updates
- Developed modular, scalable game framework supporting configurable multi-reel slots with dynamic paylines, scatter wins, free spins, auto-spin, and wild multipliers.
- Currently integrating games with Stack Engine (backend-driven game logic) — adapting frontend to consume and render server-authoritative game states
- Designed immersive UI/UX with reliable RNG implementation ensuring fairness and regulatory compliance across all titles.

### Unity Developer (Level 3)

Aug '23 — Nov '23

Appzia Technology

Pune, India

- Developed core chess mechanics including piece movement, turn-based logic, and rule enforcement. Project Link (<https://www.appziatech.com/>)
- Designed an intuitive 3D UI with features like legal move highlighting, pawn promotion, and piece management.
- Built a real-time multiplayer system with global matchmaking and game synchronization.
- Integrated sound, animations, and visual cues to enhance user experience.
- Optionally, work on chess AI development with adjustable difficulty levels and AI adaptation to player skills. Enhance gameplay with sound effects, animations, and visual cues for moves and captures.

### Unity Developer (Level 1)

Jul '22 — Jul '23

Phibonacci Solution Pvt

Ahmedabad, India

- Led a team of 15 developers across 50+ game projects, focusing on gameplay design and system implementation.
- Developed responsive UIs for cross-platform deployment including Windows, Linux, Mobile, AR, and VR.
- Specialized in animation systems: Animator Controllers, Animation Events, Blend Shapes, Avatar Masks. Projects Link : (<https://demo.phibonacci.com/>)
- Utilized Unity Addressables and Timeline for asset management and cutscene control.
- Integrated DoTween to streamline animations and UI transitions.
- Applied strong problem-solving skills to optimize performance and maintain code quality.

### Game Developer

Jan '21 — Jul '22

Outscal

Delhi, India (Remote)

- Designed and developed user-friendly interfaces, enhancing player engagement and immersion. Projects Link : (<https://outscal.com/>)
- Integrated third-party plugins and tools to streamline development and enhance game features.
- Played a key role in creating comprehensive game design documents, detailing technical specifications.

- Used C# and Unity to build interactive gameplay elements, AI behaviors, and visually appealing UI.
- Optimized game performance by employing efficient coding practices and advanced profiling techniques.
- Actively contributed to brainstorming sessions, fostering innovative game concepts and mechanics.

## PROJECTS

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### Vegas Empire, (Bilions) [Link](#)

- Built 30+ games from Scratch
- Available on Android, iOS, and WebGL
- Real-time balance updates via socket services
- API-driven login & game services
- Built with core casino mechanics and RTP principles

### Empress of Fortune: Cleopatra, (Personal Project) [Link](#)

- Free Bonus Spins – unlock rewarding bonus rounds
- Scatter Multipliers – payouts up to 100x
- Wild Fury Multipliers – X1, X2, and X3 for boosted wins

### Visual Effect Graph (Unity), (Personal Project) [Link](#)

- Designed dynamic particle strips using Unity's VFX Graph with HDRP support.
- Customized properties such as position, color, and velocity using modules like Initial Velocity and Turbulence.
- Optimized performance with GPU Events and fine-tuned effects via the Visual Graph interface.

### Elemental Mastery & Timelines! (Particle System), (Personal Project) [Link](#)

- Created immersive elemental effects (fire, earth) integrated into gameplay using Unity's Particle System.
- Developed engaging combat animations and orchestrated gameplay sequences using Unity Timeline.
- Focused on delivering cinematic storytelling through synchronized VFX and animation.

### 3D Tank Battle, (Personal Project) [Link](#)

- Developed AI-driven enemy behavior using State Pattern (patrol, chase, attack, idle).
- Implemented player achievements and power-ups triggered on successful hits.
- Added camera shake effects to enhance impact feedback during combat.
- Applied MVC, Singleton, Observer, Object Pooling, and other patterns for scalable architecture.

## EDUCATION

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### Diploma in (C.S.E.), Government Polytechnic Shahjahanpur (GPA: 7.9)

Shahjahanpur, India

- Foundation : Core subjects like math, programming, and physics.
- Specialized Courses: Game-related topics such as Graphics, AI, and Game Design.
- Experienced Faculty: Expert professors guide your learning.
- Practical Projects: Hands-on assignments including creating games.

### 12th in Math, Secondary High school

Varanasi, India

- Core subjects like math, programming, and physics.
- Hands-on assignments including creating games.

## AWARDS

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### Best Project 2021

Government Polytechnic Shahjahanpur

Apr '21

## CERTIFICATIONS

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Game Programming, Diploma in Computer Science and Engineering

Dec '21