

AMAN KUMAR

Game Developer

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Skills

- **Programming** : C++, C# (Intermediate), GML (Game Maker Language)
- **Game Engine** : Unity, Game Maker Studio 2
- **Version Control** : Git
- **Design Pattern** : Singleton, Object Pool, Service Locator, State Machine

Projects

- **The Explorer (Unity):** ([GitHub](#)) ([Demo Video](#)) ([Playable Link](#))
 - **Key Features:** Implemented **Singleton pattern**, **OOP principles**, and efficient game architecture for **sound management**, **level unlocking**, and **data saving**.
 - **Player Mechanics & AI:** Designed **idle**, **jumping**, and **crouching mechanics** with **enemy patrol** and **collision detection**.
- **TwinSnakes (Unity):** ([GitHub](#)) ([Demo Video](#)) ([Playable Link](#))
 - **Core Gameplay:** Developed **grid-based** movement with **dynamic food** effects, shields, speed boosts, and score boosters.
 - **Multiplayer Features:** Designed an offline multiplayer mode using **OOP** principles, with independent controls and effects for each player.
- **FlutterWings (Unity):** ([GitHub](#)) ([Demo Video](#)) ([Playable Link](#))
 - **Gameplay Mechanics:** Implemented **tap-to-flap** controls with **Coroutines** for **random pipe spawning**.
 - **Visual & Input Systems:** Created a **parallax scrolling background** with support for **touch**, **mouse**, and **keyboard inputs**.
- **Minesweeper (C++):** ([GitHub](#)) ([Demo Video](#))
 - **Core Logic:** Built classic tile-revealing and flagging mechanics using **2D arrays**, **recursive functions**, and **grid traversal** for safe-tile detection
 - **Game Architecture:** Applied **OOP**, **MVC**, and design patterns like **Service Locator**; integrated **SFML** for visuals and input handling.
- **Pong (C++):** ([GitHub](#)) ([Demo Video](#))
 - **Gameplay Mechanics:** Developed real-time **paddle movement**, **ball physics**, and collision detection using **SFML**.
 - **System Design:** Structured code using **OOP** principles with **score tracking**, **input handling**, and an efficient **game loop**.

Experience

- **Full Stack Game Developer** - Outscal (Aug 2024 - Present)
 - Gaining foundational full-stack game development skills.
- **Game Developer** – Keshav infotech, Gujarat (Remote) (Feb 2023 - Sep 2024)
 - Enhanced UI elements, boosting user engagement.
 - Streamlined client communication, improving response times.
 - Added impactful features to existing games according to client requirement.
 - Developed full 2D and isometric games tailored to client requirements.
- **Indie Game Developer** (Aug 2021 - Dec 2022)
 - Gained a deep understanding of how to create game mechanics.
 - Created prototypes based on design ideas using programming languages like GML.

Education

- **Full Stack Game Development** - Outscal (Aug 2024 - Present)
- **Post Graduate Diploma In Computer Application** - (July 2019 – June 2020)
DR. C.V. RAMAN UNIVERSITY, BILASPUR (C.G.)
- **Bachelor of Engineering (Mechanical Engineering)** - (July 2015 – June 2019)
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