

# NITIN KUMAR R

## Game Developer | Software Engineer

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🌐 <https://nkgowda13.github.io/portfolio>

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### SUMMARY

Game Developer with hands-on experience in creating engaging gaming experiences, specializing in Unity and full-cycle game development. With almost 2 year of experience in game development, I am skilled in developing 2D, 3D, and VR games, mobile game publishing, and leveraging game analytics to optimize performance. I have led the creation of a comprehensive cricket game ecosystem, driving engagement through innovative gameplay mechanics and seamless user interface design. Proficient in integrating game APIs, SDKs to enhance user engagement. Additionally, I have industry experience as a .NET Developer, contributing to robust API development and cloud infrastructure (AWS Certified). Passionate about pushing the boundaries of interactive entertainment and collaborating with creative teams to bring unique ideas to life. Looking forward to making an impact on the next innovative gaming project.

### EXPERIENCE

#### Lead Game Programmer

##### NexStead Games

📅 02/2023 - 09/2023 📍 Bengaluru, Karnataka

- Developed a comprehensive cricket ecosystem game using **Unity Engine**, featuring multiple mini-games and a main game called NPL.
- Designed and developed 2D and 3D game assets using **Figma** and **Blender**, ensuring a cohesive visual style and seamless integration into the game's UI and gameplay mechanics.
- Led the full game development lifecycle, completing the project within **4 months**, demonstrating strong project management and programming expertise.
- Utilized **Firebase** and **Facebook SDKs** to track user behavior, leaderboards and optimize game performance resulting in a **10% boost in daily active users**.
- Implemented an **event-driven architecture** to streamline game mechanics and improve scalability while ensuring reliable and decoupled communication between services.
- Analyzed game data and made strategic changes based on analytics, resulting in **100k+ downloads**.
- Created a **Python** program to automate the display of charts by receiving data from APIs, providing real-time insights and visualizations to track user engagement and game performance.

#### Software Engineer

##### Cognizant Technology Solutions

📅 08/2021 - 02/2023 📍 Bengaluru, Karnataka

- Developed and maintained scalable APIs using **.NET** in an **Agile** environment, ensuring the timely delivery of features and bug fixes with a focus on high-quality standards.
- Implemented **RESTful APIs** for internal and external services with **OAuth 2.0** and **JWT**, ensuring secure authentication and access control.
- Implemented **Unit** and **Integration tests** to ensure API functionality and reliability, reducing error rates and enhancing performance across multiple projects.
- Worked in the modernization of a **banking application**, transitioning legacy systems from **COBOL** to **.NET**, ensuring seamless integration and minimal disruption to existing operations.
- Utilized the **.NET Framework** to ensure compatibility with existing COBOL services, ensuring that critical banking operations remained functional during and after the migration.
- Developed **.NET services** to interact with legacy COBOL services, enabling communication between the **Windows Forms (Views)** and the database in an **MVC architecture**.
- Trained team members on the new system architecture and workflow, ensuring smooth knowledge transfer and long-term system maintenance.

#### Software Engineer Intern

##### Cognizant Technology Solutions

📅 03/2021 - 07/2021 📍 Bengaluru, Karnataka

- Developed a clone of a **Tweet application** using **Kubernetes**, **APIs**, and **Angular**, hosted on **Azure**, as part of cloud-native technology training and familiarization. **Kafka** was used for real-time data processing and **Service Bus** for microservices communication, resulting in efficient handling of user interactions and notifications. Utilized **MongoDB** for scalable tweet storage within an **MVC architecture**.
- Built a secure **Insurance Claim application** for patients, utilizing **JWT tokens** for authentication and **MongoDB** for data storage, developed in a **Dockerized environment** and deployed on **Microsoft Azure**.
- Achieved **AWS certification**, enhancing proficiency in **Cloud Services** and enabling optimized deployment and scalability across projects.

### CERTIFICATION

#### AWS Cloud Practitioner

#### Udemy Complete C# Masterclass

#### Udemy The Data Scientist's Toolbox

### SKILLS

#### Frameworks and Libraries:

Unity Engine, Oculus SDK, AR Foundation, Photon Unity Networking, TensorFlow, ASP.NET Core, RESTful APIs, Entity Framework Core, SignalR, Log4net

#### Developer Tools and Testing

Unity Editor, Microsoft Visual Studio, Google Play Console, Figma, Photoshop, GitHub, Docker, Firebase Console, xUnit / NUnit, Unity Profiler, Postman, Swagger

#### DevOps and Cloud

Docker, AWS (S3, EC2, Lambda, Blob Storage, RDS), Azure, Firebase, Google Drive API, Dropbox API

#### Databases

MongoDB, AWS RDS, SQL, MySQL, NoSQL

### EDUCATION

#### Master's in Computer Games Technology

##### City, University of London

📅 10/2023 - 11/2024 📍 London

#### Bachelor's in Mechanical Engineering

##### Amrita Vishwa Vidyapeetham

📅 04/2017 - 05/2021 📍 Bengaluru, Karnataka

### PROJECTS

#### Emotion Escapade

- This game was one of the **Finalists of TIGA Best Student Game Award**. This game represents a narrative journey through the landscape of emotions in a side-scrolling platformer.

#### Air Drawing with Hand Tracking

- This work was published at the **Ubiquitous Intelligent Systems (ICUIS 2021)** conference. The project leverages the **MediaPipe** library for hand tracking to enable drawing in the air using hand gestures. Utilizing **Computer Vision** techniques and libraries such as **cv2**, **MediaPipe**, and **NumPy**, the model offers a touchless drawing experience with potential applications in various fields.

### LANGUAGES

#### C#

Proficient



#### Python

Proficient



#### C++

Intermediate



#### JavaScript

Advanced



#### TypeScript

Advanced

