

Divyanshu Kumar

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SKILLS

- **Languages:** C#, GDScript
- **Game Engines:** Unity, Godot
- **Tools:** Blender, GitHub, Figma, Aseprite, Photoshop
- **Deployment:** Android, WebGL

PROJECTS

Risky Business | Unity | Web Deployment | [Link](#)

Oct 2026

- Developed and shipped a **2D incremental game in Unity** with **resource collection, gambling mechanics, progression upgrades**.
- Designed the core mechanics around the theme "**Plot-Twist**" for **IIIT- Nagpur** Tantra Fiesta game jam.
- Designed, implemented and deployed the game within a **span of 10 days**.

Tiny Together | Unity | Mobile Deployment | WebGL Deployment | [Link](#)

May 2026

- Developed and shipped a **2D puzzle-platformer in Unity** with **2-player character mechanics**.
- Implemented **5+ core gameplay systems**, including movement, interaction, level progression and puzzle logic.
- Designed **10+ unique puzzles/challenges** focused on coordination and synchronized gameplay.
- Ranked among the **Top 10** most rated game in the "**Brainless Game Jam**" out of 550+ entries.

Split You | Unity | Mobile Deployment | [Link](#)

May 2026

- Developed "**Split You**," a puzzle-platformer centered around clone-based gameplay and synchronized problem solving.
- Designed and implemented a unique mechanic allowing players to **spawn controllable clones dynamically**, creating emergent puzzle interactions instead of relying on pre-existing duplicate characters.
- Built gameplay systems for clone control, player switching, collision handling, and level progression using **Unity and C#**.

Uta He Krega | Unity | Web Deployment | [Link](#)

May 2026

- Designed a dual-character control system where one character mirrors opposite movement inputs, creating unique puzzle-solving gameplay.
- Developed and deployed a complete **WebGL build on itch.io** within **48 hours** during a Game Jam.
- Achieved **Rank #2 among 25+ teams** as a solo developer.
- Optimized gameplay flow and level pacing for **4-5 minute session retention**.

ACHIEVEMENTS

- **Secured Top 3 in a Game Jam conducted by LPU | [Link](#)** May 2026
Secured 2nd place in LPU's Game Masters Game Jam 2026, conducted in collaboration with **Game Developer Association of India (GDAI)**, competing against **25+ teams** as a solo developer.
- **Top 10 candidate in Brainless Game jam | [Link](#)** May 2026
Achieved a Top 10 position in a competitive game jam among 500+ entries in **Brainless Game Jam** conducted By **Brainless**.

CERTIFICATIONS

- **Unity Certified Associate: Game Developer (In Progress)**
Developing proficiency in gameplay programming, Unity systems, debugging, UI, and game development workflows.

EDUCATION

- **Lovely Professional University** Punjab, India
Bachelor of Technology - Computer Science and Engineering; CGPA: 7.32 August 2023 - Present
- **Apeejay School** Jalandhar, Punjab
Intermediate; Percentage: 74% April 2021 - March 2022
- **Apeejay School** Jalandhar, Punjab
Matriculation; Percentage: 93% April 2019 - March 2020