

AMAN KAPOOR

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Summary

Unity Developer with extensive experience in gameplay, systems, and tools development. Co-founded an independent studio, successfully prototyping and shipping gameplay concepts using Unity C# across multiple platforms. Led teams to adopt modular C# architecture, enhancing project structure and update efficiency. Eager to leverage expertise in Unity development to create innovative and reliable gaming experiences.

Education

New York University, Tisch School of the Arts

2023 - 2025

MFA, Game Design

Sushant University, School of Engineering and Technology

2014 - 2018

Bachelor of Technology, Computer Science

Work Experience

NYU Game Center

2023 - 2025

Teaching Assistant, XR Studio

- Supported over 15 student teams building Unity projects for desktop, mobile, and VR, identifying and solving cross-platform build issues.
- Guided teams to adopt modular C# architecture, applying OOP principles, which improved project structure and ease of future updates

Deepmind Interactive

2022 - 2023

Co-founder, Producer & Gameplay Engineer

- Co-founded an independent studio to prototype and ship gameplay concepts in **Unity C#** across Android and desktop platforms.
- Designed and programmed **core gameplay systems, UI frameworks**, and reusable editor tools that reduced iteration time by 30%.
- Applied **design patterns** and clean architecture principles to improve system reliability and debug efficiency.
- Integrated SDKs such as **Firebase, OneSignal**, and **In-App Purchases**, ensuring error-free analytics and monetization flows.

Outfox Social

2018 - 2022

Co-founder, Project Manager

- Led a 25-person team developing 18 interactive applications for brands and clients, balancing production timelines with technical delivery.
- Introduced agile task tracking in **Jira** and **Trello**, increasing cross-team visibility and reducing missed milestones.
- Collaborated with engineers to define API integration and testing workflows, improving release stability and post-launch response times.
- Delivered projects that consistently met client deadlines while maintaining optimized, feature-complete builds.

Projects

Changelog | [Steam](#)

- Directed a narrative-driven Unity project exploring the collapse of a dev team through its evolving builds and interfaces.
- Built **custom editor tools** that imported dialogue data from Google Sheets and automated branching structure validation, cutting manual setup time.
- Implemented **data-driven UI systems** with dynamic transitions that reflected tone shifts across the narrative.
- Coordinated multi-discipline contributors, ensuring milestone builds remained stable, cohesive, and optimized for release.

Psychopomp | [itch.io](#)

- Developed **gameplay systems, event triggers**, and responsive UI feedback for a fast-paced strand-style Unity title.
- Programmed player logic, scoring, and state management in **C#**, ensuring consistent performance and clear player feedback.
- Designed smooth camera movement and reactive input handling to heighten player immersion.
- Oversaw post-release improvements, refining timing, effects, and pacing based on community feedback.
- Developed editor utility to create world maps from pixel based level maps to speed up level design
- Programmed custom editor tools to utilize 32 bit RGBA textures to store world space positions for thousands of world objects.

Aliens Stole My Cows | [itch.io](#)

Meta Quest Prototype

- Conceived and developed a full **Mixed Reality shooter** from scratch in **Unity C#**, using the **Meta XR SDK** to merge real-world space with virtual combat.
- Built and optimized **gameplay systems**, including controller input, haptic feedback, physics interactions, and AI behavior, ensuring consistent response and comfort.
- Applied **object pooling**, frame-timing analysis, and GPU profiling to maintain **60 FPS** performance on standalone VR hardware.
- Wrote custom **C# shaders** for particles and grass for virtual and mixed reality platforms.

Skills

- **Engines:** Unity, Unreal (Blueprints), GameMaker
- **Programming:** C#, C++, HLSL, ShaderGraph, Python, JavaScript
- **Tools:** Xcode, Android Studio, Git, Perforce, Jira, Notion, Trello, Adobe Suite, Maya, Figma