Vivek Kamble

LinkedIn: https://www.linkedin.com/in/vivvvek
Portfolio: https://www.vivvvek.com/
YouTube: youtube.com/@vivekkamble3943
Behance: https://www.behance.net/vivvvek
Email: vivekkamblejob@gmail.com
Mobile: +91 8898184403

SUMMARY

Experienced Game Developer with expertise in Unreal Engine (UE4/UE5), AR development in Unity, Blueprint scripting, and 3D modeling. Skilled in game design, optimization, debugging, and agile methodologies. Strong problem-solving and teamwork abilities.

EDUCATION

Game Development	Avalon Meta Institute, Bengaluru	2020 – 2021
Bachelor Degree in EXTC	PVPP College of Engineering, Mumbai	2015 – 2018

SKILLS SUMMARY

- **Tools**: Unreal Engine, Unity3D, Adobe Photoshop, Blender, Blueprint, C++, Linux, Adobe Premier Pro, Adobe After Effects, Figma, Stable Diffusion, All AI tools, GitHub, Adobe Aero, Lens Studio, Spark AR, Notion.
- **Gameplay Mechanics**: Level Design, Player Experience, Combat Systems, Dialogue Systems, AI Behaviors, Quest Design.
- **Miscellaneous**: Debugging/Troubleshooting, User Experience Testing, 3D Modeling, 2D Math, Scriptwriting, Optimization, Creating Pipelines, Concept writing, Metaverse Design, Documentation, Project Management.

WORK EXPERIENCE

Game Developer/Producer | Layer-E　　　　　　　　　　　　　　　　　　　**March 2023 - Present**
- As the core member of the company, I led the creation and development of games in Unreal Engine and AR filters in Unity Engine, conceptualizing and problem-solving immersive experiences for prominent brands.
- Collaborated with 25+ top-tier brands like Flipkart, Cadbury, Samsung, Thumps Up, Oreo, Motorola, Celio, etc. achieving over 1.5 million users, 6x increase in engagement, CTR as high as 37%, and an average bounce rate of 19%.
- Developed proof-of-concepts (POCs) and created project documentation. Facilitated client communication, tailoring concepts to their needs, and managed project scope by delegating tasks to 3D, UI/UX, DevOps, and development teams.
- Co-ordinating with 3D teams and concept artists to create 3D videos, CGI ads, and AR filters, ensuring an enhanced player experience through refined game mechanics, level design, and core gameplay systems.

Game Developer | Polygon Technology (Matic)　　　　　　　　　　　　　　**June 2022 - March 2023**
- Developed and coded games using Unreal Engine, focusing on game mechanics, design, & level design. Created game concepts, documentation, Marketing render shots, and managed multiple game projects, ensuring timely & budgeted delivery.
- Led the development of a pixel streaming business. Working extensively on Web3 games and Metaverses for clients.
- Coordinated cross-functional teams, maintained detailed project schedules, and conducted market research to enhance player experience, including debugging and Troubleshooting.

Senior Executive Engineer | Samsung Electronics　　　　　　　　　　　　**May 2019 - June 2022**
- Working in Research and Analysis (Evolved Packet Core) team for upcoming 5G technology for Reliance JIO.
- Managing all Operations & Administration activities of Evolved Packet Core matching network which includes Samsung MME, SGW, P-GW, Virtualization NFV, vGW-C/U. monitoring KPIs & analysis of traffic utilization & working on Openstack Services.

Network Field Engineer | Tata Teleservices　　　　　　　　　　　　　　**August 2018 - January 2019**
- Installations and Maintenance of Tata Devices like Leased line, PRI, Dedicated LL, P-t-P link, etc.

PROJECTS

Flipverse 2 | Layer-E | 123K Users, Multiplayer, E-Commerce | [Link]	**3D Game**
MAIA Game | Polygon Labs | [Link]	**3D Game**
Cadbury Verse | Layer-E | 93K Users, Scrollable Experience, Ogilvy P'ship | [Link]	**3D Experience**
Third Person Shooter Game | Personal Project | [Link]	**3D Game**
Squid Game's series (Game) | Personal Project | [Link]	**3D Game**
RPG Game with Inventory System | Personal Project | [Link]	**3D Game**
Left 4 Dead (Clone) | Personal Project | [Link]	**3D Game**
Mech Combat Game | Personal Project | [Link]	**3D Game**
Naruto - The Runner | Personal Project | [Link]	**3D Game**
Advanced Gun Weapon System | Personal Project | [Link]	**3D Game**
Reliance JIO x SRH | Freelance Project | 843K Views, 87K Likes | [Link]	**Generative AI**
Jet Turbine AR | Layer-E | [Link]	**Augmented Reality**
Oppo N2 Flip CGI Ad | Layer-E | [Link]	**CGI Ads**
YJHD AI | Personal Project | [Link]	**Generative AI**
AR Furniture system | Layer-E | [Link]	**Augmented Reality**
KREO Microphone | Freelance Project | [Link]	**Product Visualization**