

Ayushi Sharma

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Skills

Languages: C/C++, Java, Python, JavaScript, HTML, CSS, Flutter, Dart

Technologies & Tools: Unity Engine, Unreal Engine, Android Studio, Aseprite

Work Experience

Xbox Game Camp Asia, Microsoft

03/2024 - 05/2024

Team Arturo, Lead (Spirits' Solace)

- Led an all women team and worked with a mentor to create a 2D escape room, android based game.
- Reduced the loading time of the game by 20 percent by making use of Unity's timeline system to display the cutscenes present for a better and more engaging storyline.
- Created the game art as the lead artist to make the game appealing to all age groups by adding a nostalgic and simplistic touch to the game. Utilized pixel art resources to improve app compatibility across all Android devices by 30%.

Education

Vellore Institute of Technology, Bhopal

2022 - Present

B.Tech. in CSE with specialization in Gaming Technology

CGPA:9.25/10

Relevant Coursework: Object Oriented Programming in C++, Database Management System, Discrete Mathematics, Data Structures and Algorithms, Fundamentals in AI & ML, Programming in Java, Computer Vision & Robotics

Project Work

Trash Dash

02/2024 - 03/2024

- Developed a Flutter project that gamifies ocean cleanup by collecting 100 virtual trash bags. Pixel art assets and interactive elements make the task enjoyable and foster a sense of community responsibility.
- Visualization of trash accumulation and information on its harmful effects to raise awareness and promote sustainable practices.
- Seamless navigation and real-time tracking of trash collection progress with animated rewards at an increment of 50. The project showcases the potential of technology for environmental advocacy and social impact using mascots like animated turtles.

Inner Compass

09/2024 - 04/2025

- Successfully made a web development based project which aims at providing better and easier accessible mental health resources to the society.
- Designed many mini digital novels based on common scenarios that cause stress in people.
- Also designed an AI based system for the same. Input is taken from the user as a prompt for any story generation and then the dialogues and characters are generated using AI to produce another story.

Krisis

02/2023 - 07/2023

- Developed an immersive 3D first-person shooter game within Unreal Engine, featuring a captivating zombie-themed narrative and gameplay.
- Conducted thorough testing and debugging, guaranteeing a polished and error-free gaming experience for users.
- Reduced the FPS for seamless gameplay by 30% by reducing the vertices of the 3D objects used in the environment to make the game lag-free.
- Provided an engaging experience with a range of challenges, ensuring players of all skill levels can thoroughly enjoy and conquer the diverse gaming environment.

Certificates

- Foundations of Cyber Physical Systems - NPTEL
- Merit Certificate of Spring Bootcamp - VIT Bhopal AI Club
- Learn to Code by Making a 2D Platformer in Unity and C# - Udemy
- Intro To AR/VR/XR/MR - University of Michigan, Coursera
- Introduction to Web Design and Development - LinkedIn Learning