# Rishabh Sharma

**Tech Lead** 

Skills

### Vairagya Game Engine

A Unity 3D-Platformer Game Engine

+91-8077163066

rishabh.official.mail24@gmail.com GitHub Itch io



C# (general & task-based async programming)

Unity, Visual Studio, VS Code, XCode, TestFlight

 ${\sf GitHub, Source Tree, Confluence, Draw. io, Jira}$ 

Playfab, Firebase, UGS, Admob, Adjust, IronSource, GPGS

Google: Sheets, Docs, Slides, Keep, Meet, Forms

Project(Technical) Planning & Management

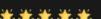
**Communication Skills** 

Unity's DOTS (Jobs, Burst, ECS)

Test driven development(Unity)





















### **Experience**

#### **Buffbaer Entertainment / Tech Lead**

MAY 2022 - PRESENT, REMOTE

- Developed Unity Visual Novel Engine (<u>Muses</u>) (includes inventory & addressable system)
- Developed cross-platform backend tool using Playfab

## Personal Project / Developer, Designer, Producer OCTOBER 2021 - MARCH 2022

- Infinite: Ashtavakra Adventure using Vairagya game engine
  - Precise touch controls & fluid movements like in <u>Dead</u>
    <u>Cells</u>, <u>Celeste</u>, along with dark nightmare landscapes like in <u>Hollow Knight</u>
- Developed color map system for quick levels generation
- Developed modular game feel system

### **Nukebox Studios /** Game Developer(Unity)

DECEMBER 2018 - SEPTEMBER 2021, BANGALORE & REMOTE

- Responsible to lead iOS team(development-to-live ops) for <u>RoomFlip</u> project(millions of downloads across android & iOS)
- Developed modular FTUE, AssetBundle creation tools
- Developed modular parallax effect runtime editor tool
- Developed match-3 mechanics(+ editor): mole, vacuum cleaner
- Worked on various prominent in-game events(battle pass, league leaderboard)
- Worked on probability based secondary meta(villa)

### Appy Monkeys / Game Developer(Unity)

MAY 2018 - AUGUST 2018, BANGALORE

- Developed Minecraft-kind of procedural generation prototype
- Responsible for successful development & deployment of various games (Blox 3d city, Animate me, Blox 3d junior) on android, iOS & amazon stores

### **Innodev Technologies Pvt. Ltd /** Game Developer(Unity)

JUNE 2017 - MARCH 2018, BANGALORE

 Major projects being involved - <u>EduQuiz game</u> & S-Auto multi-touch app

**Education** Moradabad Institute of Technology(UPTU) / B.Tech(Mech Engg) 2010 - 2014, Moradabad 70.7% Campus School(CBSE) / Class XII 2009 - 2010, Pantnagar 82% Campus School(CBSE) / Class X 2007 - 2008, Pantnagar 86% Won 2nd prize in Nukebox Studios's Game Jam (Kitchen Connect APK) **Awards Udemy Certificates Certifications GitHub Links** Job VS Normal mesh with Compute Shaders Runtime BehaviourTree Node Editor 3d-BlendTree Prototyping <u>Starter Infinite Runner Engine</u> Starter Match-2 Engine None "R" Dead **Itch.io Links** Jobs Procedural Planet with Heightmap

> Multiplayer FPS project 3D AR Fight Game

**Other Links**