

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



GitHub, SourceTree, 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 ([Muses](#)) (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 [Dead Cells](#), [Celeste](#), along with dark nightmare landscapes like in [Hollow Knight](#)
- 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 [RoomFlip](#) 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 - [EduQuiz game](#) & 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%

Awards

Won 2nd prize in Nukebox Studios's Game Jam ([Kitchen Connect APK](#))

Certifications

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- [Udemy Certificates](#)

GitHub Links

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- [Job VS Normal mesh with Compute Shaders](#)
 - [Runtime BehaviourTree Node Editor](#)
 - [3d-BlendTree Prototyping](#)
 - [Starter Infinite Runner Engine](#)
 - [Starter Match-2 Engine](#)

Itch.io Links

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- [None "R" Dead](#)
 - [Jobs Procedural Planet with Heightmap](#)

Other Links

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- [Multiplayer FPS project](#)
 - [3D AR Fight Game](#)