Tushar

Aspiring Game Developer
Delhi, India

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Portfolio
GitHub
LinkedIn

Summary

Aspiring Game Developer with hands-on experience in Unity 3D game development, C# programming, and level design. Proficient in creating immersive gaming experiences through gameplay mechanics, physics simulation, and quality assurance testing. Completed 3-month internship as Level Designer and Game Tester at Yuneko Studios. Seeking Game Developer position to apply technical skills in interactive entertainment development and game programming.

Education

•Bachelor of Computer Application (AI/ML) *2023-2026*
Sushant University, Gurgaon CGPA: 7.5/10.0

Experience

•Yuneko Studios *July 2025 - October 2025*
Junior Intern - Level Designer and Game Tester Dehradun, India

- Architected 50+ 2D platformer game levels with focus on level design, implementing engaging gameplay mechanics and environmental challenges to enhance player engagement.
- Utilized Blender for level layout planning and spatial design, creating 60+ detailed level blueprints and prototypes to visualize gameplay flow and structure.
- Conducted comprehensive quality assurance testing to identify and document 30+ bugs, gameplay issues, and performance bottlenecks across different game builds.
- Collaborated with the development team to optimize level design and improve player experience through iterative testing and feedback implementation.
- Documented test cases, bug reports, and level design specifications to ensure consistent game quality and functionality throughout the development cycle.

Projects

•DeathNight Zombies
First-Person Shooter Game | GitHub

- Built immersive first-person shooter game with intelligent enemy AI systems using NavMesh pathfinding algorithms and Unity 3D engine.
- Programmed weapon switching mechanics, raycasting shooting system, and collision detection for responsive gameplay experience.
- Engineered advanced enemy behavior patterns using state machines to create challenging combat scenarios and engaging gameplay.
- Optimized game performance through efficient coding practices, achieving smooth 60 FPS gameplay with multiple AI agents simultaneously.

•Basket Blast 3D
Physics-Based Basketball Game | GitHub

- Constructed physics-based basketball simulation with Unity physics engine, implementing 3 difficulty modes and time-based challenges.
- Implemented mouse input controls with scroll-based force calculation system and realistic ball trajectory physics simulation.
- Created 5+ environmental effects including wind physics simulation and moving target mechanics for increased gameplay variety.
- Integrated comprehensive user feedback systems with particle effects, animation sequences, and audio integration for enhanced player experience.

Technical Skills

Programming Languages: C# Programming, Object-Oriented Programming
Game Development: Unity 3D Engine, Unity 2D, Game Programming, Level Design, NavMesh AI, Raycasting, Physics Simulation, Particle Systems
Design Tools: Blender (Level Layout Planning, Spatial Design, Prototyping)
Game Technologies: Photon Multiplayer, WebGL Deployment, Quality Assurance Testing, Game Testing
Tools & Platforms: Git Version Control, Visual Studio, Cross-Platform Development, Windows/Android/WebGL

Certifications

Nexify 2025 Hackathon – Certificate of Participation (24-Hour), ZENITH, Sushant University *April 2025*