

Prakhar Bhatnagar

Game Developer

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SUMMARY

Aspiring Game Developer skilled in Unity and C#, specializing in 2D gameplay, animation, and level design. blending technical skill with creative design and pixel-art style. Passionate about building immersive, responsive, and polished player experiences.

SKILLS

Unity, C#, Level Design, Gameplay Scripting, 3D Modelling, 2D Art

PROJECTS

Game Developer — *Astro Blitz*

Independent Project | Pygame (Python)

2025

- Designed and developed a 2D side-scrolling space shooter featuring custom enemy AI, bullet-hell mechanics, and smooth background scrolling.
 - Implemented player movement, shooting, and explosion animations using sprite-based animation systems.
 - Created and integrated all in-game art using LibreSprite, ensuring cohesive visual direction and pixel-perfect quality.
 - Optimized gameplay performance and implemented custom sound and particle effects for an immersive player experience.
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Game Developer — *Ghostly Rides*

Independent Project | Unity (C#)

2025 – 20/01/2026

- Developed a traffic-rider inspired game with unique car-switching mechanics tied to the ghost-themed storyline.
 - Scripted vehicle control systems, camera follow logic, and collision-based power-up features.
 - Experimented with gameplay balancing, speed mechanics, and ability-based power-ups for diverse car types.
 - Designed gameplay systems emphasizing replayability and smooth player experience.
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EDUCATION

- **Bachelor of Technology in Computer Science**

Institute of Advanced Research, Gandhinagar, India

CERTIFICATIONS

- **Introduction to Game Design certification by HP through EDX**
- **Beginning C++ Programming - Beginner from beyond through Udemy**