KUSHAGRA GUPTA

Pune | +91-9450293525 | kushyt2005@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

SUMMARY:

Third-year Computer Engineering undergraduate and Unity Game Developer with hands-on experience designing and publishing multiple 3D games across horror, runner, and FPS genres using Unity and C#. Implementing gameplay mechanics, AI behaviours, physics systems, and responsive UI while optimizing performance for smooth player experiences. Passionate about building immersive, polished, and scalable games.

TECHNICAL SKILLS:

Game Engine: Unity (2D/3D), URP, Scene Management, Animator Controller, Physics & Collisions, UI Canvas, NavMesh AI, Particle Systems

Languages: C#, C++, C, SQL

Gameplay Systems: Player Controllers, Combat Systems, Enemy AI, Triggers & Events, Score Systems, Level Design, Performance Optimization

3D & UI Design: Blender (game-ready assets & optimization), Figma (UI/UX wireframing & HUD prototyping)

Tools & Workflow: Git, GitHub, Visual Studio / VS Code, Debugging, Version Control

Backend: Firebase, MySQL

PROJECTS:

LastSight - First-Person Shooter | *Unity, C#, Blender*   *Jan 2026 - Present*
- Developed core FPS mechanics including aiming, shooting, weapon handling, and combat feedback systems
- Implemented raycast/projectile hit detection and NavMesh-based enemy AI behaviors
- Designed health/ammo UI, damage logic, and gameplay balancing to deliver a responsive combat experience

[NightBound](#) - 3D Horror Game | *Unity, C#, Blender*   *Sept 2025 – Dec 2025*
- Designed and shipped a complete 3D horror experience with player controller, interactions, lighting, and immersive audio systems
- Built trigger-based events, jump-scare mechanics, and modular C# gameplay scripts
- Optimized URP scenes, assets, and runtime performance to maintain smooth and stable FPS gameplay

Royal Run - Endless Runner Game | *Unity, C#*   *July 2025 – Aug 2025*
- Built a scalable endless runner architecture with lane switching, smooth controls, and dynamic obstacle spawning
- Developed score systems, difficulty progression, and power-ups using reusable modular scripts
- Applied object pooling and performance optimization for mobile and low-end devices

CERTIFICATIONS:

3D Game Development & Programming with Unity - Udemy
- Completed hands-on training in Unity workflows, C# gameplay scripting, physics systems, UI, and scene-based game development.

EDUCATION:

Pimpri Chinchwad College of Engineering, Pune   *Aug 2023 – Present*
Bachelor of Technology (B.Tech) in Computer Engineering | CGPA: 7.3
Relevant Coursework:
- Object-Oriented Programming
- Data Structures & Algorithms
- Computer Graphics & Game Development
- Software Engineering
- Database Management Systems

ACHIEVEMENTS:

- Developed and published games across horror, endless runner, and FPS genres, handling end-to-end gameplay and asset integration
- Built and tested several gameplay prototypes to practice mechanics, AI behavior, UI systems, and performance tuning in Unity