

# LAKSHYA SHARMA

## GAME DEVELOPER

Hi there! I am a highly motivated and skilled game developer. Proficient in Unity and C# programming language with a passion for creating engaging and interactive gaming experiences for PC, mobile and VR. I am continuously learning the latest technologies and techniques to produce the most creative and innovative games. Seeking a challenging role as a game developer in a dynamic and creative environment.

## CONTACTS

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## SKILLS

Game Developer(PC, mobile, VR)

Unity C#

Unreal Engine

## EDUCATION

**Chitkara University, Punjab**

*B.Des Game Design 2020*

Expected Graduation date 2024

**School Education**

*Bharti Vidyapeeth Sr. Sec. School*

*Year of completion : 2020*

**PORTFOLIO** [laksh308.github.io](https://laksh308.github.io)

## PERSONAL PROJECTS

### GothicKnight

<https://laksh456.itch.io/gothic-knight>

- 2D Action Platform where you play as knight in armor.
- Fight monsters and other foul creatures to save your kingdom.
- Requirements : Android
- Made with : Unity 2D, C#

### MasksAR

<https://laksh456.itch.io/masksar>

- Camera app that allows you to take pictures and use different filters.
- There is a feature that allows you to view all of the captured images.
- Requirements : Android
- Made with : Unity, C#, AR

### MetaVR\_prototype

<https://laksh456.itch.io/metavr-prototype>

- Unity VR prototype which allows up to 2-4 players to participate and experience Virtual Reality.
- Requirements : Android, Controller
- Made with : Unity, C#, GoogleVR, Photon

### The Final Ritual

<https://laksh456.itch.io/the-final-ritual>

- 3D horror game for Windows PC
- Technology : Unreal Engine 5.1, blueprints.

### Combat Arena

<https://laksh456.itch.io/combat-arena>

- 3D fighting game like tekken
- Made with : Unity 3D & C#

**Check other projects in Portfolio**