Saksham Yadav

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Education

Jaypee University Of Information Technology, B-Tech in Computer Science   August 2022 – Present
- GPA: 6.7/10.0
- **Coursework:** OOPS, OS, DBMS, DSA, Algorithms

Disha Delphi Public School, Class XII   April 2021 – March 2022
- Marks - 85%

Global Public School, Class X   April 2019 – March 2020
- Marks - 86%

Experience

Coordinator, Media and Publicity Committee   Aug 2024 – June 2025
- Led a 30-member team to create digital content for campus events.
- Ran social media campaigns, increasing participation by over 200 students.
- Edited event reports and promotional materials.

Projects

Bladeborne   GitHub   April 2025 – June 2025
- Developed a 2D platformer with boss fight mechanics, cutscenes, dynamic UI, and level transitions.
- Used Unity Timeline for cutscenes, Cinemachine for camera motion, and Animator for player/enemy actions.
- Created an evolving boss AI — difficulty increases as health decreases.
- Added camera shake, sound effects (run, attack, hurt), and BGM for immersion.
- Used third-party assets and modified visuals to create unique level design and experience.

Battle Royale (3D FPS Shooter)   GitHub   June 2025 – July 2025
- Developed a fast-paced semi-3D first-person shooter entirely in Unity using custom assets and mechanics.
- Implemented wave-based enemy spawning with aggressive AI that chases and attacks the player.
- Designed wall running, wall jumping, and fluid movement using Rigidbody physics.
- Built responsive first- and third-person camera switching and raycast-based shooting.
- Designed the full level from scratch without any asset packs; used PlayerPrefs for health, score, and high score tracking.

Portfolio

- **Gameplay Video (Bladeborne):** Here is my Game Play Video
- **Play Demo (Itch.io):** https://saksham-dev.itch.io/bladeborne
- **My Creative Portfolio** Here is my creative portfolio
- **Showcase:** Custom AI logic, Timeline-based cutscene, Unity UI, Cinemachine camera transitions, and polished asset integration

Technical Skills

Languages: C#, C++, UnityScript (basic)
Game Dev Tools: Unity Engine, Animator, Timeline, Cinemachine, Physics Components (Box, Circle, Polygon Colliders, Rigidbody), UI System
Other Tools: Git, VS Code