

SATYAM SHARMA

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PROFESSIONAL SUMMARY

Motivated Bachelor of Computer Applications student with a strong foundation in game development and programming. Proficient in Unity and C#, with hands-on experience in developing engaging small-scale games. Passionate about gameplay mechanics, level design, eager to contribute to innovative projects. Developed a 2D platformer in Unity, optimizing gameplay and AI for a smoother experience.

PROJECT

Colour Swap (Vanara Games Studio)

- Developed a 3D mobile runner game with swipe controls and color switching.
- Implemented efficient color-gate detection for level progression and player death.
- Created complete UI flow: pause, restart, next level, and death screens.
- Optimized game performance for smooth mobile play.

Tyre Champs(Vanara Games Studio)

- Developed a fast-paced mobile running game where the player controls a character riding on a tyre, featuring smooth forward movement and responsive turning controls.
- Implemented a dynamic tyre size reduction system where the tyre shrinks (big → small) after hitting obstacles, including smooth visual transitions between tyre prefabs.

Ring master (Vanara Games Studio)

- Developed a skill-based ring-throw game in Unity where the player aims and throws rings to collect gifts placed on a table.
- Implemented a precise throwing mechanic with trajectory control, arc calculation, and smooth ring physics.
- Added visual effects, sound cues, and animation feedback for successful throws and missed attempts.

EXPERIENCE	Vanara Games Studio(Game Developer) 29 May – Present
	<ul style="list-style-type: none">Worked on designing and developing mobile games using Unity and C#, contributing to gameplay mechanics, UI systems, and level creation.Collaborated with artists and designers to implement polished, player-friendly game experiences.Developed and optimized core gameplay features such as movement systems, input handling.Participated in debugging, testing, and improving game performance across devices.
EDUCATION	<ul style="list-style-type: none">Bachelor of Computer Applications (Completed) Aligarh College of Engineering & Technology, AligarhIntermediate (U P Board) (2022) Heeralal Barahsaini Int College, AligarhHigh School (U P Board) (2020) S J D HSS Tikaram C G T Road, Aligarh
CERTIFICATE	<u>Beginner Guide to How to Make a Game with Unity</u>
SKILLS	<ul style="list-style-type: none">Programming Languages: C(basic), C++(basic), C#, HTML (basic), CSS (basic)Game Engine: Unity 3DTools & Technology: Visual StudioAreas of Expertise: Gameplay programming, debugging, optimization