

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 , 3D platformer in Unity, optimizing gameplay .

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

- 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.
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EDUCATION

- Bachelor of Computer Applications **(Completed)**
[Aligarh College of Engineering & Technology, Aligarh](#)
 - Intermediate (U P Board) **(2022)**
[Heeralal Barahsaini Int College, Aligarh](#)
 - High School (U P Board) **(2020)**
[S J D HSS Tikaram C G T Road, Aligarh](#)
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CERTIFICATE

[Beginner Guide to How to Make a Game with Unity.](#)

SKILLS

- **Programming Languages:** C(basic), C++(basic), C#, HTML
- (basic), CSS (basic)
- **Game Engine:** Unity 3D
- **Tools & Technology:** Visual Studio
- **Areas of Expertise:** Gameplay programming, debugging, optimization