

# 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.

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