

Saurav Sharma

Contact

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Key Skills

C Programming Language
Python – Beginner
C++ Programming Language
Unreal Engine 5
Video/Photo-editing (Adobe)
Figma
Project Management
Excellent verbal and written communication

Recent qualifications

Harvard University CS50x
Computer Science (online course)(2022)
Unreal Engine 5 C++ Developer (Udemy in collaboration with Epic Games)(2022)

Hobbies

Gaming - mainly FPS and BR/team based games such as Apex Legends and Valorant
Fitness
Norwegian Bokmål

Summary

Avid gamer-turned-game developer, ambitious to make fun and entertaining games for everyone and expand my skillset and knowledge within the industry.

Experience

February 2023 – Present

Flutter/Dart UI development • Bloqi (Start up)

- **Designed** the **UI** for a new text-based social media app similar to Twitter using Figma.
- **Developed** the UI using Flutter/Dart code.
- This gave me plenty of experience with coding(specifically for UI) and using resources effectively.

November 2022 - January 2023

Unreal Engine 5 games • Udemy Course

- **Created** a variety of different types of games as part of the course to become familiar with all the different features of UE5 as well as the different ways to use C++.
- Games included: a 3rd person obstacle course, a 1st person crypt puzzle game, a 1st person shooter game and more.

September 2021 - March 2022

Digital Marketer • Abacus Wills and Trusts Global

- Re-invigorated the company marketing strategies — from designing high quality marketing media for social media posts, creating marketing campaigns, writing email newsletters.
- I was selected by the CEO out of 10 digital marketers to work as temporary digital marketing manager, where I managed the marketing team and in particular, I pitched a Facebook advertising campaign which successfully gained traction and increased the company follower count by over 1000% within the first 2 weeks.

April 2019 - March 2020

Delivery Driver • Deliveroo/Ubereats/Justeat

- Many face-to-face interactions improved my verbal communication.

November 2017 - April 2018

Sales Associate • Toys R Us

- I improved the **output** of the counter by implementing a checklist **system** that enabled the team to manage periodic tasks efficiently. This was then used in other departments.

Education

University of Portsmouth — Petroleum Engineering BEng (Hons) (2:2) 2020