Dhruv Sharma

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Game Developer

Aspiring game developer with a strong passion for building engaging and polished gameplay experiences. Dedicated to learning and contributing to development teams through creativity, collaboration, and technical skills. Eager to grow in a professional environment and be part of quality game projects.

EDUCATION

MCA – Master of Computer Applications
Mahatma Jyotiba Phule Rohilkhand University   01/2023 - 01/2025
BCA – Bachelor of Computer Applications
Mahatma Jyotiba Phule Rohilkhand University   01/2019 - 01/2022

CERTIFICATIONS

3D Game Development with Unity   07/2025
Udemy
2D Game Development with Unity   03/2025
Udemy

PROJECTS

Space Ranger – Top-Down Shooter
- Infinite wave shooter featuring a player-controlled plane
- Implemented 4 unique enemies using ScriptableObjects and coroutines
- Features scoring system, particle effects, and screen shake
- Added health bar, end screen, and game logic
- Built with performance in mind for WebGL

ExoKill – 3D First-Person Shooter
- Built with Unity using Character Controller, FirstPersonInput, and Cinemachine
- 3 weapon types: pistol, machine gun, sniper (each with unique damage)
- Enemies and turrets use NavMesh Agent AI
- Includes health and ammo systems, pickups, and kill-all objective
- Visual polish with particle effects, recoil, and screen shake

SKILLS

Technical
- C#
- Cinemachine
- Git & GitHub
- NavMesh & AI
- UI Systems (Canvas, TextMeshPro)
- Unity (2D & 3D)
- Visual Studio

Soft Skills
- Communication
- Problem Solving
- Self-Motivation
- Team Collaboration
- Time Management