

# Dhruv Sharma

Suresh Sharma Nagar, Bareilly, Uttar Pradesh 243006

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7310929809

Unity Developer with hands-on experience in building and optimizing 2D/3D gameplay systems using C# and Unity. Delivered two complete titles with enemy AI, shooting mechanics, and UI systems optimized for WebGL. Eager to contribute clean, performant code to collaborative game dev teams.

## Work Experience

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### **ExoKill First-Person Shooter**

Self-India

Contractual / Temporary

May 2025 to July 2025 • Contractual / Temporary

- 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

### **Space Ranger - Top-Down Shooter**

Self

Contractual / Temporary

January 2025 to March 2025 • Contractual / Temporary

- Infinite wave shooter featuring a player-controlled plane
- Implemented 4 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

## Education

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### **MCA - Master of Computer Applications in Computer Science**

Mahatma Jyotiba Phule Rohilkhand University

January 2023 to August 2025

### **BCA - Bachelor of Computer Applications in Computer Science**

Mahatma Jyotiba Phule Rohilkhand University-India

June 2019 to December 2022

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## Skills / IT Skills

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- Programming: C#, Unity API, OOP, Coroutines
- Tools: Unity Editor, Git & GitHub, Visual Studio, TextMeshPro, Cinemachine
- Soft Skills: Communication, Time Management, Team Collaboration, Self-Motivation
- Game Dev Concepts: NavMesh, AI, Object Pooling, ScriptableObjects, UI Systems, Animation

## Online Profile

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<http://Sharmaji2211.github.io/Portfolio/>

<linkedin.com/in/dhruv-sharma-2010b0183>

## Certifications and Licenses

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### **3D Game Development with Unity**

July 2025 to Present

### **2D Game Development with Untiy**

February 2025 to Present