

# Shashank Kumar Sukumar Singh

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## Professional Summary

A passionate and dedicated Game Developer with 2 years of experience in game design, 1 year in game programming, and 6 years of expertise in Graphic Design and Video Editing. Skilled in creating immersive game experiences with a focus on analytics and player engagement. Proficient in game development using Unity and Unreal Engine, with strong capabilities in designing procedural level generation, UI, and integrating AI-driven game mechanics.

## Skills

- **Programming Languages:** C++, C#, Python, Java, SQL
- **Libraries/Frameworks:** REST API, Laravel, Flask, TensorFlow, Keras, XAMPP
- **Game Engines:** Unity, Unreal Engine
- **Tools:** Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Adobe Premiere Pro, Miro, Trello, Arc Weave, Git, Android Studio, MATLAB
- **Specialties:** Procedural generation, AI-driven mechanics, in-app purchases, UI/UX design, and accessibility features.

## Professional Experience

### Game Development Intern – Kingston University, London, UK

(January 2024 – Present)

- Worked on the development of advanced game mechanics using Unity, focusing on procedural level generation with AI techniques such as GANs and Pixel CNN.
- Designed user interfaces that enhanced gameplay and accessibility, delivering a more engaging and seamless user experience.
- Integrated backend services using XAMPP and Laravel, optimizing player data management and ensuring smooth real-time interactions.
- Contributed to the integration of accessibility features, such as voice controls and NLP using Microsoft Azure, to ensure inclusivity for a wider audience.

### Social Media and Marketing Head – T-Interiors, Bangalore, India

(June 2022 – Nov 2023)

- Managed the creation of logos, brochures, and social media campaigns, boosting brand visibility and engagement across multiple platforms.
- Produced and managed video content for daily social media updates, leading to a significant increase in audience interaction.

### Graphic Designer– Prana by Dimple, Mumbai, India

(Feb 2022 – March 2022)

- Developed UI elements for the company’s website, collaborating closely with the marketing and development teams to ensure the final product was user-friendly and aesthetically aligned with the brand.
- Edited and produced video ads for digital marketing campaigns.

### Graphic Designer – The Yellow Ribbon, Bangalore, India

(April 2019 – May 2019)

- Designed employee ID cards, social media posts, and reports for the company website, contributing to an improved online and offline brand presence.

## Projects

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- **Rift of the Realms – Sci-Fi Online Multiplayer FPS Game**

(January 2024 – Present)

Developed a multiplayer FPS where players engage in realm-based combat between Light and Dark factions. I worked on coding real time multiplayer interactions using Photon PUN and implemented a REST API with Laravel for player data management. Additionally, I designed the game's UI and integrated VFX particle systems to enhance visual immersion. This project deepened my expertise in multiplayer mechanics, backend integration, and UI design.

- **Level Craft – Deep Learning-Based Level Generation Application**

(January 2024 – Present)

Contributed to the development of an AI-powered level generation tool that automates dungeon and room design using GANs and PixelCNN in Keras and TensorFlow. My role involved training AI models, integrating them into Unity using Flask, and designing the UI. This project enhanced my understanding of procedural generation, AI model evaluation, and real-time backend integration.

- **RPG Game Based on the Indian Epic Mahabharata**

(Ongoing)

Currently developing an RPG that focuses on making gameplay accessible for both regular and disabled players, using a combination of voice and traditional controls. I integrated Microsoft Azure Cognitive Services for speech-to-text and NLP features, allowing players to control their characters using voice commands. I am also working on making the game multilingual using Azure's language translation services. This project has allowed me to delve into voice-controlled mechanics, accessibility-focused design, and complex narrative-driven game development.

- **ECHO – 48-Hour Game Jam, Kingston University**

(March 2024)

Echo is a medieval escape room-style game where players navigate a darkening castle to find missing pieces of a painting and escape before the light fades completely. As the lead programmer and UI designer, I developed key game mechanics in C#, focusing on a dynamic lighting system to enhance gameplay tension. Additionally, I implemented immersive features such as a camera shake effect and designed the game's medieval-themed UI using Adobe Illustrator. This fast-paced project emphasized teamwork, balancing game mechanics, and delivering high-quality results under tight deadlines.

## Education

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- **Master of Science in Games Development Programming(MSc) – Kingston University, London, UK**

(January 2024 – Present)

- **Bachelor of Science in Physics, Mathematics, and Computer Science(BSc) – Jain University – School of Sciences, Bangalore, India**

(June 2019 – June 2022)

## Leadership Experience

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- **Co-Founder & Technical Head – 8-Bit Society, Jain University – School of Sciences, Bangalore, India**

(June 2020 – May 2022)

- Co-founded a student society focused on game development, graphic design, and technology, organizing events and leading technical projects for inter-university festivals. Directed various multimedia projects, including website development and designing backdrops for university events.

## Certifications and Achievements

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- Mastering Image Generation with GANs using Python and Keras (Udemy)
- Unity Online Multiplayer Game Development Course (Udemy)
- Learn C++ for Game Development (Udemy)
- Unreal Engine 5 C++ The Ultimate Game Developer Course (Udemy)
- Developed "Rift of the Realms", selected as one of the top 3 games at the Brighton Develop Expo.

**Interests:** Graphic Design, Gaming, Cooking, Swimming, Kabaddi, Differential Calculus.