Shivansh **Awasthi**

Game Programmer, Developer

About me

Extremely efficient Game Programmer seeking a position in which my creative skills and programming knowledge can be used as an asset to the company.

Areas of specialization

Programming · Game Design

Interests

Chess · Reading · Volleyball · Podcasts

Linguistics

· English · Hindi

PROJECTS

Studio | **Aliens Want Our Mascot?!**
PROGRAMMER · Worcester 📍
Implemented Endless Mode logic and modularized input handling features (e.g., inverted controls, drag preview) for rapid testing. Optimized settings UI and reduced texture sizes by 40 percent using custom import parameters. Worked with designers for seamless UX integration.

Studio | **Unsent**
GAMEPLAY AND UI PROGRAMMER · Worcester 📍
Developed and polished a full 3D platformer with core mechanics including player movement, jump logic, collectibles, and dynamic dialogues. Built a modular dialogue system from scratch using Blueprints and UI widgets. Designed the Enemy AI system and focused on clean modular design for scalability.

LANGUAGES

C Sharp	C++
Python	C
SQL	GDScript
Blueprints	Drupal

ENGINES

Unreal Engine
Unity
Godot
Gdevelop

SOFTWARE

VSCode	Visual Studio
GitHub	PlasticSCM
Maya	Blender
Jira	Trello

WORK EXPERIENCE

2025–Present | **Adjunct Instructor (Clark University)**
PART TIME · Worcester, MA 📍
Teaching *MSIT 3203: Digital Product Prototype Development* — a course focused on transforming conceptual ideas into functional digital prototypes using Mendix, Figma, and other industry tools. Guiding students through ideation, design, and testing phases while fostering collaborative learning.

2021–2023 | **Assistant System Engineer (TCS)**
FULL TIME · India 📍
Provided front-end website development using Drupal. Working Under Bayer for Website Support as a part of Application Team. Increased training efficiency by working closely with supervisor and coworkers, asking questions, and giving honest, detailed feedback.

2021 | **Data Analyst (Myntra)**
INTERN · India 📍
Collected and documented project requirements using SQL, conducted root cause analysis to identify and address errors. Assisted the data team in analyzing client business operations for improvements and growth solutions. Contributed to a Dashboard project aiming to enhance the feasibility of the Reverse landing line.

Degrees

2023-2025   **Master of Fine Arts**
Games and Interactive Media · Clark University 🏛

2017-2021   **Bachelor of Tech.**
Mechanical Engineering · VIT Chennai 🏛

Certifications

2022   Udemy-Realistic Enviornment Design

2022   Simplilearn-Data Science (Python)

2022   Unity C sharp 3D Game Development

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