

SIDDHARTH SHANKAR

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EXPERIENCE

Deep Learning Titans

Game Development Intern

Remote

Apr 2025 – Jul 2025

- Contributed to project AIKO, implementing two 3D fetch-based mini-games using mathematical interpolation for motion paths.
- Applied optimization techniques (complexity reduction, memory profiling) to improve runtime efficiency of 3D assets and mechanics.
- Collaborated with developers to integrate AI-driven behaviors using probabilistic decision trees and vector math for pathing.

Project Exhibition

Team Lead

Bhopal, MP

2023 – 2024

- Directed development of a single-player horror game in Unreal Engine 5, applying systems design principles for scalable gameplay.
- Scheduled tasks with critical path method (CPM) and managed resource allocation under strict 1-week deadline.
- Optimized workload by mapping team skills to task complexity.

Bashcraft Club

UI/UX Designer

Bhopal, MP

Aug 2023 – Aug 2024

- Produced promotional materials using vector-based layout math, increasing engagement by 60%.
- Formulated visual branding systems with modular design rules for events and digital campaigns.

PROJECTS

The Biscuit Will Make You Risk It | Action Shooter, Unreal Engine 5 [Download]

2025

- Conceived an action shooter where each run applies a randomized curse mechanic derived from probability distributions.
- Crafted all assets and environments, applying modular arithmetic to ensure seamless prop placement.
- Orchestrated gameplay loops using state machines and formal logic to optimize replayability and immersion.

RetroPunk | Static Rail Shooter, Unreal Engine 5

2025

- Engineered innovative rail shooter mechanics with dual bullet types, balancing damage through weighted functions.
- Devised enemy AI inheritance trees, applying algorithmic complexity to manage Fire/Ice behaviors.
- Built material-switching pipeline based on Boolean logic to deliver visual cues without UI overhead.

Top-Down Zombie Shooter | Horde Game, Unreal Engine 5

2023

- Constructed survival gameplay with wave-based progression modeled on exponential difficulty curves.
- Implemented dual-input mechanics using vector decomposition for independent movement and aiming.
- Designed AI pathfinding with line-of-sight algorithms and signal processing for sound-triggered behavior.

SKILLS

Programming: C++, C#, Java, Python, Unity, Unreal Engine 5, Blueprints, Game Logic

Math Systems: Linear Algebra, Probability, Graph Theory, Control Systems, Optimization

Tools: Blender, 3D Modeling, Animation

Software: Microsoft Office (Word, Excel, PowerPoint), DaVinci Resolve, Affinity Designer 2

Soft Skills: Leadership, Communication

EDUCATION

VIT Bhopal University

B.Tech CSE with Gaming Technology

Bhopal, MP

2022 – 2026

- Coursework:** Computer Graphics, Physics of Game Development, OOP, DSA, Software Engineering, Computer Networks, 3D Modeling and Animation, Programming in Unity, Computer Vision.

St Marks Sr Sec Public School

High School Diploma / XII CBSE

New Delhi

Graduated 2022

CERTIFICATIONS

Unity and C# Basics – Coursera

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