SIDDHARTH SHANKAR

📞 +91 851 085 9562 ✉ 15siddharth04@gmail.com in LinkedIn ⚙ Github 📄 Portfolio

EXPERIENCE

Deep Learning Titans — Remote
Game Development Intern — 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 — Bhopal, MP
Team Lead — 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 — Bhopal, MP
UI/UX Designer — 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

Dragon Duel | Combat Vertical Slice, Unity 6 [Play] — 2026
- Designed and implemented a complete cross-platform combat vertical slice featuring three animation-driven abilities.
- Built modular combat architecture separating movement, combat logic, and platform-specific input systems.
- Implemented NavMesh-based AI with distance-based attack selection and cooldown control.
- Developed scoring system with perfect-win condition to reinforce replay loop and player mastery.
- Shipped builds for Windows, Android (60 FPS lock), and WebGL.

The Biscuit Makes You Risk It | Action Shooter, Unreal Engine 5 [Play] — 2025
- Designed randomized curse system using enumerators to modify gameplay conditions each run.
- Implemented wave-based enemy AI and FPS combat mechanics using Blueprints.
- Structured modular curse effects including inverted controls, low gravity, and reduced health.
- Delivered full playable loop within a 48-hour game jam deadline.

RetroPunk | Static Rail Shooter, Unreal Engine 5 — 2025
- Developed rail shooter combat system with dual bullet types and enemy behavior variations.
- Implemented enemy inheritance hierarchy for differentiated Fire and Ice AI behaviors.
- Designed material-switching feedback system to communicate gameplay states without heavy UI reliance.

SKILLS

Languages: C++, C#, Java, Python

Engines: Unreal Engine 5, Unity 6 (URP)

Unreal: Blueprints, Animation Blueprints, AI Behavior Systems, State Machines, Gameplay Framework, C++ Integration

Unity: C#, Combat Systems, NavMesh AI, Animation Events, Shader Graph, Cross-platform Input (PC & Mobile)

Systems: Combat architecture, Enemy AI, Gameplay loops, Cross-platform builds (Windows, Android, WebGL), Performance optimization

Tools: Blender (model integration & basic animation), Git/GitHub

EDUCATION

VIT Bhopal University — Bhopal, MP
B.Tech CSE with Gaming Technology — 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 — New Delhi
High School Diploma / XII CBSE — Graduated 2022

CERTIFICATIONS

Unity and C# Basics – Coursera — Issued Dec 20, 2023