

SIDDHARTH SHANKAR

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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