Utkarsh Sharma

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SUMMARY

Computer Science undergraduate at VIT Bhopal specializing in Gaming Technology, skilled in game development, web applications, and cloud computing. Experienced in Unity, MERN stack, and AWS, with projects including a 3D Space Exploration Game, DocHealth ML platform, and Web-based Flight Simulator.

Education

VIT BHOPAL Oct 2022 – June 2026

Bachelor of Technology in Computer Science and Engineering (Gaming Technology) — *Bhopal, Madhya Pradesh*

SKILLS and CERTIFICATIONS

Programming: Python, Java, HTML5/CSS3, SQL, C#

Tools/Applications: VS Code, Eclipse, LaTeX, Git, Blender, Unity, Unreal Engine 5

Certifications: NPTEL Cloud Computing, Coursera The Bits and Bytes of Computer Networking, HackerRank Java, MATLAB and Simulink, Ethnus AWS Solutions Architect, Ethnus MERN Full Stack Internship

Workshops: Networking and Security Workshop — VIT Bhopal (with I-Medita and Cisco), Sept 2024 — Completed a 2-day Cisco Networking and Security workshop with hands-on expertise in routing, switching, firewalls, VPNs, and cloud security.

Project Experience

Space Exploration Game — Academic Project Jan 2025 -– Mar 2025

- Conceptualized, designed, and developed a 3D space exploration game using Unity and C#, integrating immersive gameplay mechanics and dynamic visual effects.
- Masterminded intuitive player controls, immersive environmental interactions, and branching storyline progression that contributed to 90% of players completing the game, as tracked through gameplay analytics.
- Orchestrated a comprehensive optimization strategy for the 3D space exploration game, achieving a 20 FPS boost on minimum specification machines by streamlining rendering pipelines and optimizing in-game assets.

DocHealth — Academic Project July 2024 – Apr 2025

- Developed the frontend interface for DocHealth, a web-based disease detection platform, ensuring responsive design and intuitive user experience, reducing page load times by 25%.
- Integrated ML models into the application workflow and managed deployment on cloud infrastructure, enabling seamless access and scalability for 200+ concurrent users during testing.
- Utilized the layout editor to create a UI for the application in order to allow different scenes to interact with each other, shortening navigation time between modules by 40%.

Networking and Security Workshop By VIT Bhopal with I-Medita and Cisco Sept 2024

- Completed an intensive 2-day workshop on Cisco Networking and Security, configuring 15+ real-world network topologies during lab exercises.
- Acquired foundational expertise in network security, firewalls, and cloud computing, simulating 10+ security scenarios and troubleshooting vulnerabilities.
- Collaborated with peers in practical lab sessions, achieving 95% accuracy in packet routing and reducing troubleshooting time by 20% compared to initial attempts.

Flight Simulator (Web-based Prototype) - Personal Project Aug 2023 -– Oct 2023

- Designed and developed a browser-based 3D flight simulator using Three.js, HTML, CSS, and JavaScript, implementing basic flight physics and camera controls, tested by 50+ users with 85% reporting smooth controls.
- Built interactive UI components for altitude, speed, and directional indicators, improving user navigation efficiency by 30%
- Optimized rendering performance with WebGL techniques, ensuring smooth execution across modern browsers with a 35% reduction in frame lag.
- Delivered an engaging web-based prototype that demonstrates strong frontend development and game physics integration, receiving positive feedback in 2 academic project reviews.